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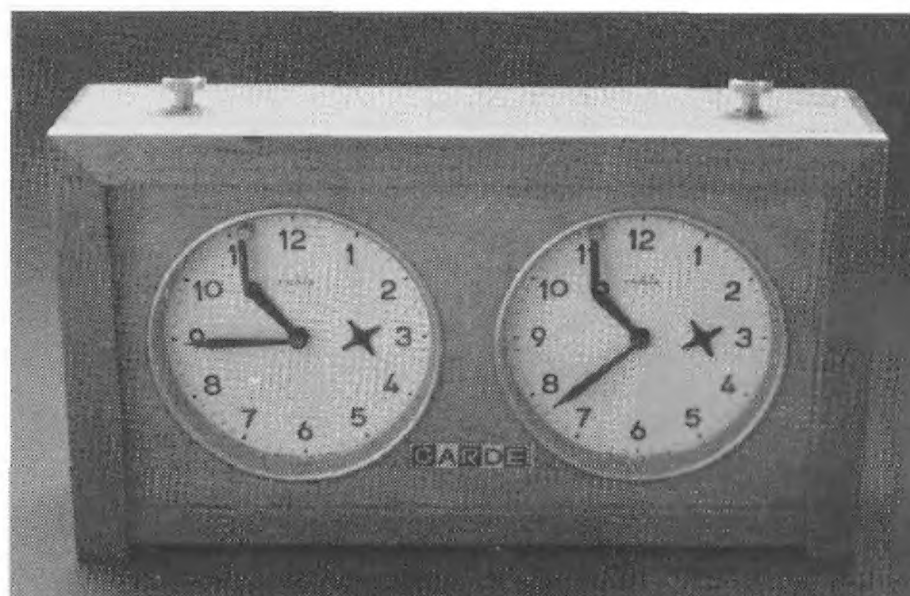
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The cover: A print by Yoshitoshi (1839–92), depicting Minamoto no Yoshiie (1041–1108), one of the greatest heroes of Japanese military history and legend. His sobriquet was Hachiman Taro, which means 'eldest son of the god of war'. In 1081, he was called upon to help defend the temples of Hieizan, near Kyoto, from an attack by contentious warrior-monks from Miidera temple. This print shows him exuberantly springing into action. It may be imagined that a couple of go-playing monks are fleeing in terror off to the left. *Collection of John Power. Photograph by Patrick Hochner.*

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Note: Japanese, Chinese and Korean names are given with the family name first.

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Go World News



Cho Defends Meijin Title

Miraculous comebacks are rapidly becoming a commonplace in tournament go and the player mainly responsible is Cho Chikun. After losing the first three games of the 9th Meijin title match to Otake, Cho made an extraordinary recovery to take the next four games and defend his title. This is the fourth such comeback from a 0-3 position and Cho has featured in three of them. The first was Rin's victory over Ishida Yoshio in the 1973 (12th Yomiuri) Meijin title, the second was Cho's victory over Shuko in the 1983 Kisei title, and the third was Rin's victory over Cho in the 1983 Honinbo title.

Otake must be completely disgusted. In this, his fourth clash with Cho in the Meijin title in five years, he made his best start yet — actually, his first good start — but even so he was unable to take the title. It must be painful to get so close but still fail.

That, of course, makes it five years in a row that Cho has held the Meijin title, so he is extending his record. A couple more years of this kind of success will definitely put him in the pantheon of the greats, if he's not there already.

The full results:

Game 1 (12, 13 Sept.). Otake (B) won by 2½ points.

Game 2 (26, 27 Sept.). Otake (W) won by resig.

Game 3 (3, 4 Oct.). Otake (B) won by resig.

Game 4 (17, 18 Oct.). Cho (B) won by 1½ points.

Game 5 (24, 25 Oct.). Cho (W) won by resig.

Game 6 (7, 8 Nov.). Cho (B) won by 3½ points.

Game 7 (14, 15 Nov.). Cho (W) won by resig.



Kato Defends Oza

Making his first challenge for an open title, Yamashiro Hiroshi 8-dan had the bad luck to run into a Kato in top form and he was unable even to dent his armour. The Oza title has just been changed from a best-of-three to a best-of-five, so Yamashiro had plenty of chances, but he was steamrollered by Kato. The results:

Game 1 (21 Sept.). Kato (W) won by 7½ points.

Game 2 (4 Oct.). Kato (B) won by resignation.

Game 3 (19 Oct.) Kato (W) won by resignation.



Yoda Enters Meijin League

For the last year or two, Yoda Norimoto 5-dan has been tagged as the most promising teenage player on the go scene. Now he is starting to deliver: he has set a record by becoming the youngest player ever to win a place in one of the



Ohira Shuzo 9-dan



Takemiya Masaki 9-dan

40th Honinbo League (as of 21st November 1984)

Rank	Name	A	T	I	Y	K.K.	K.S.	Kada	S	Score
1	Awaji	—				0	0			0 — 2
2	Takemiya		—						1	1 — 0
3	Iwata			—		0	1			1 — 1
4	Yamashiro				—			1		1 — 0
5	Kobayashi K.	1		1		—				2 — 0
5	Kataoka S.	1		0			—			1 — 1
5	Kada				0			—	1	1 — 1
5	Shiraishi		0					0	—	0 — 2

Note: the players are ranked according to their results in the previous league.

leagues. Since he is only 18, he betters Cho Chikun's record for the Meijin league by two years. He is also the lowest-ranked player to enter the Meijin league. (Kato got into the Honinbo league when he was 4-dan, but he was already 20. Incidentally, he won the Honinbo league when he was 5-dan.)

The other two vacant places in the league were won by Ohira and Yamashiro. Ohira is making a reappearance after an absence of 18 years. Yamashiro, who defeated Takemiya in the final elimination round, is making his third appearance.

Kobayashi Early Leader in Honinbo League

Kobayashi Koichi has made a good start in the Honinbo league with two wins, a contrast to his

disastrous start in the previous league. Last year's league-winner, Awaji, has stumbled badly and seems to be out of contention this time.

Kisei Challenger: Takemiya or Kobayashi Koichi

The third stage of the Kisei title has almost been completed, with only the playoff to decide the challenger remaining. Whoever wins it, we will see a new challenger for the Kisei title.

Results to date:

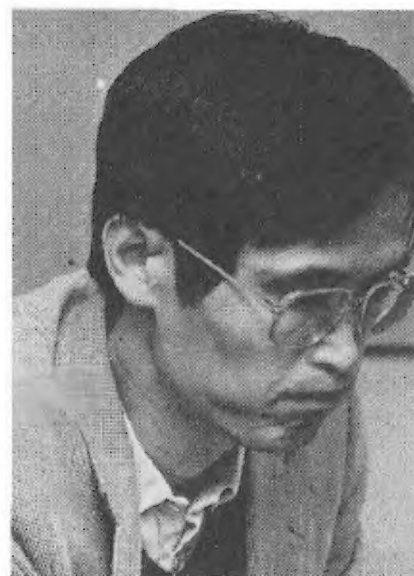
Prelim. round. Takemiya beat Awaji, Sonoda b. Shiraishi, Otake b. Kobayashi Satoru.

Quarter-finals. Otake b. Kato, Takemiya b. Sakata, Kataoka b. Rin, Kobayashi b. Sonoda.

Semifinals. Kobayashi b. Otake, Takemiya b. Kataoka.



Ishida Yoshio



New 9-dans: Ishigure and Hayase

Ishida Yoshio Challenges for Tengen Title

Ishida Yoshio may finally be coming out of his long hibernation. His last success was winning the Oza title in 1978, but now he seems to have a good chance of taking the Tengen title. Ishida became the challenger to Kataoka Tengen by defeating Otake in the final (11 October). He made a good start to the title match by winning the first game, held on 1 November, by 1½ points, but in the second, played on 19 November, he lost a large group and had to resign.

Autumn Promotions: New 9-dans

Following the promotion to 9-dan of Haruyama Isamu, announced in our last issue, two more players have won their way to the highest rank. One is Ishigure Ikuro, author of the Ishi Press book *In the Beginning*, and the other is Hayase Hiroshi, a member of the Kansai branch of the Nihon Ki-in. Other promotions include:

To 8-dan: Kobayashi Satoru, Kamimura Haruo, Fukui Masaaki

To 7-dan: Shirae Haruhiko

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The prizewinners in the two sections of the 1984 oteai were announced after the completion of the autumn session. First place in the top section (5- to 8-dan) was taken by Kuwata 8-dan, with Nakamura Hidehito 8-dan 2nd and Fukui Masaaki 8-dan 3rd. In the bottom section (1- to 4-dan), 1st place was taken by Michael Redmond 4-dan and 2nd by Cho Sonjin 2-dan. The latter was the player Michael beat to win promotion to 4-dan.

5th Rotterdam Go Tournament

The 5th Rotterdam Go Tournament was very interesting, for two main reasons. Firstly, it was one of the events held during the 'Japan in Rotterdam' festival, which celebrated 375 years of trade between Japan and Holland. Among other attractions, there was a complete Japanese street (Edomachi) built in the centre of Rotterdam. Secondly, the level of the tournament was very high. Among those participating were Rob van Zeijst (an insei at the Tokyo Nihon Ki-in, on holiday in Holland), Mark Gooskens (former insei at the Osaka branch of the Nihon Ki-in, now back in Holland), and Yoo Jong-su, a Korean student in Cologne and absolute leader of the European

rating list.

It appeared that Gooskens was not in very good form, while a second Korean, Lee, who has also made his mark in a number of European tournaments, played very well. In the third round, van Zeijst had a blackout and lost to Lee. Lee, in turn, was beaten by Yoo in the fourth round, but then Yoo met with a setback in the fifth round. His opponent, van Zeijst, let him escape once in the early middle game but made no mistake in the semeai that finished off the game. That meant that first place was shared by Lee, Yoo, and van Zeijst, who all finished with 4-1. In fourth place was Robert Rehm on 3½-1½.

There were 126 participants, including 37 dan-players, in the tournament.

Report from Eric van Grieken

Late News

The third game of the Tengen title, played on 3 December, was won by Ishida.

A key second-round game in the Honinbo league played on 29 November between Takemiya and Yamashiro was won by Takemiya.

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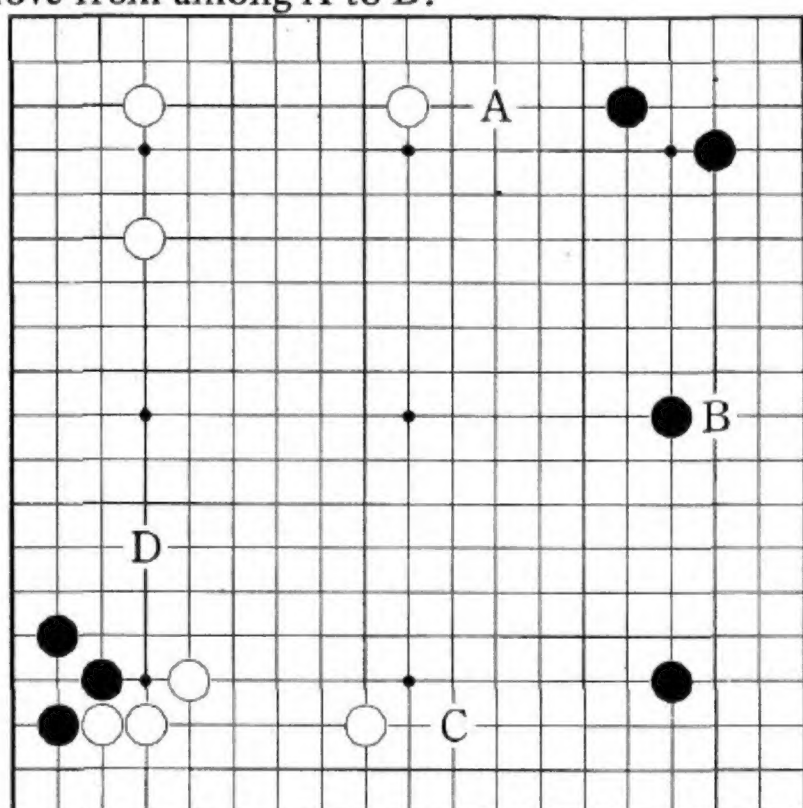
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Test Your Rating

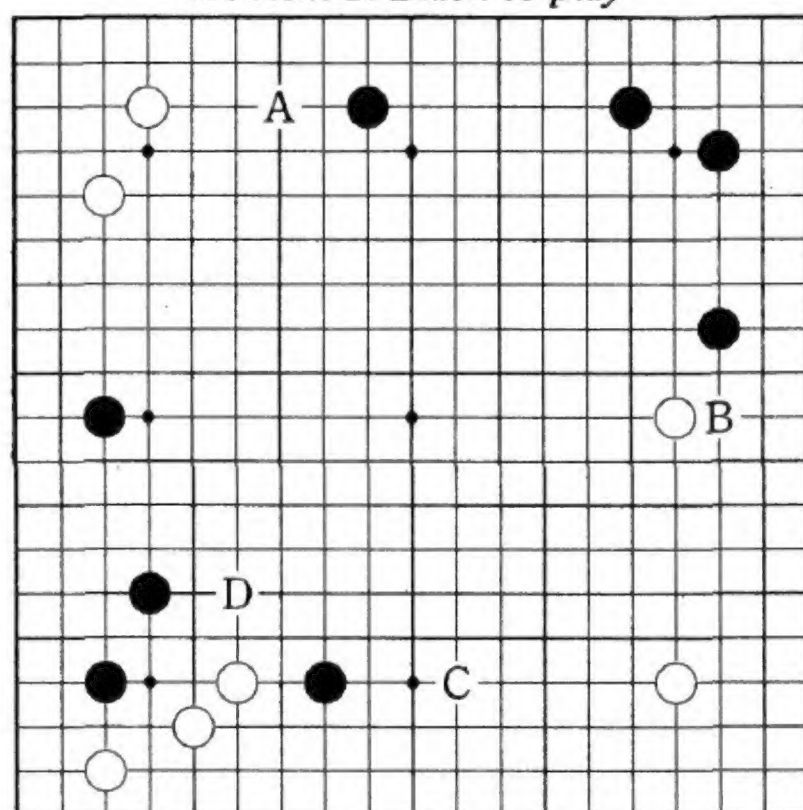
The problems below are designed to test your rating. On the basis of the results, you should be able to establish your rank, on a scale from 9-kyu to 1-dan. A 90% score is required to qualify for 1-dan. The fuseki and middle game problems test your strategic grasp of the game, the other problems your reading ability. Ideally, you should be able to do the problems in your head, without laying the positions out on a go board. This test is taken from the Nihon Ki-in magazine 'Let's Go'.

A. Fuseki Problems

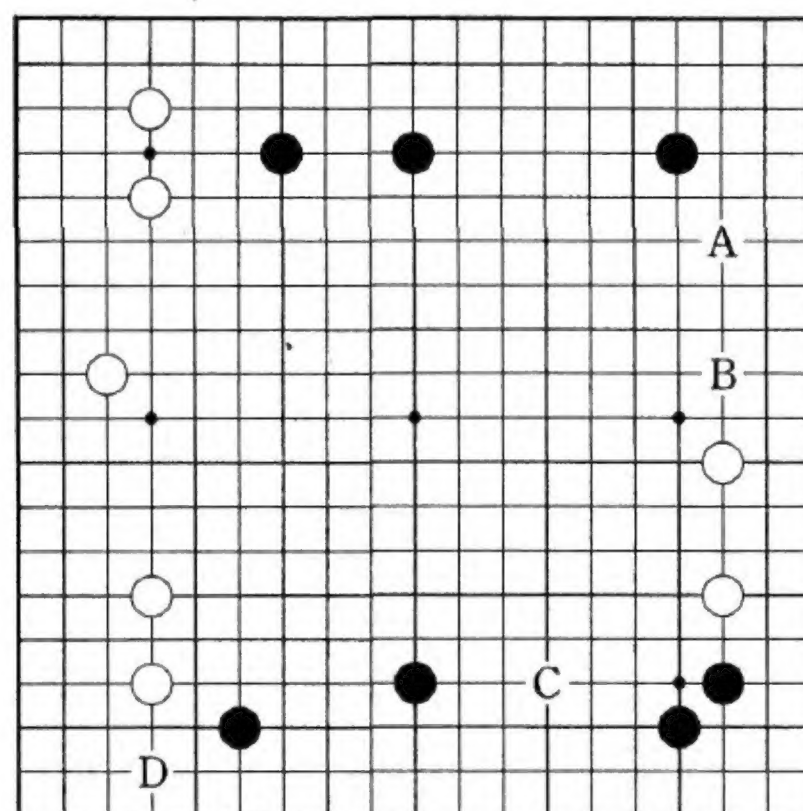
In each of the problems below, pick the best move from among A to D.



Problem 1: Black to play



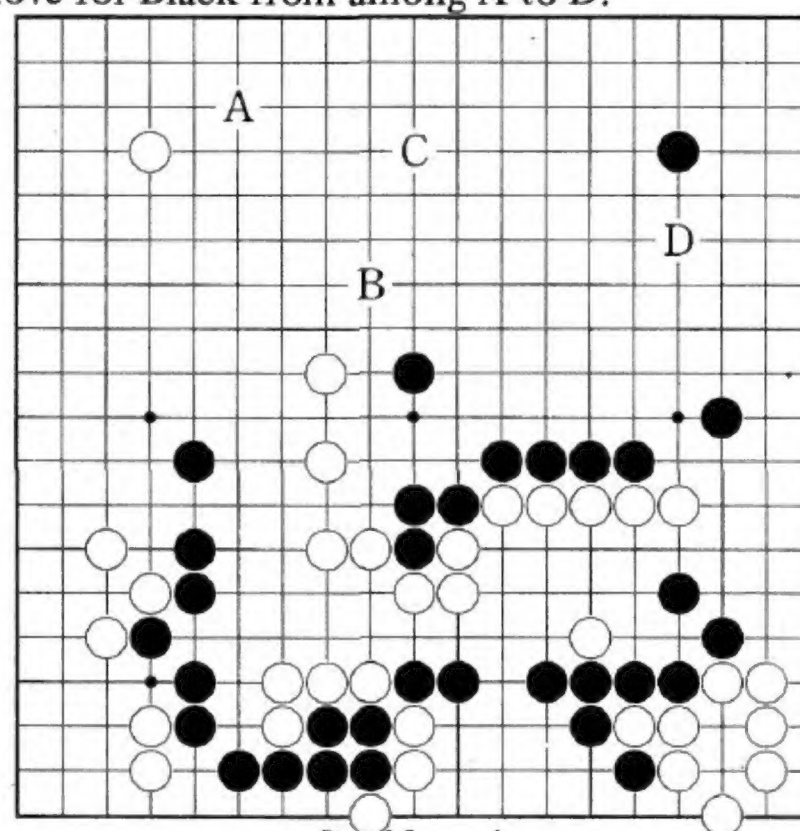
Problem 2: White to play



Problem 3: Black to play

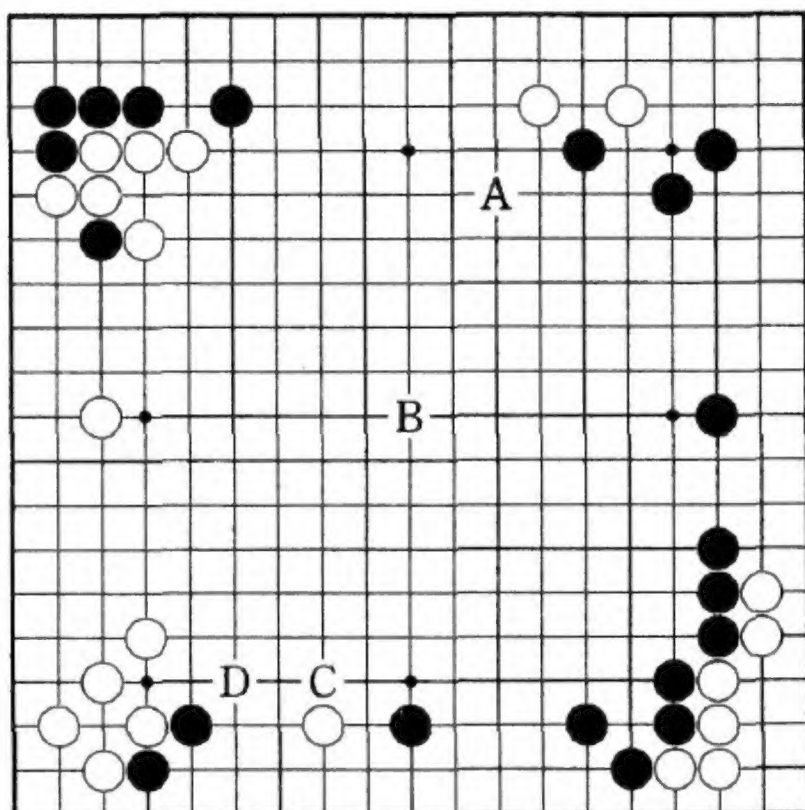
B. Middle Game Problems

In each of the problems below, pick the best move for Black from among A to D.

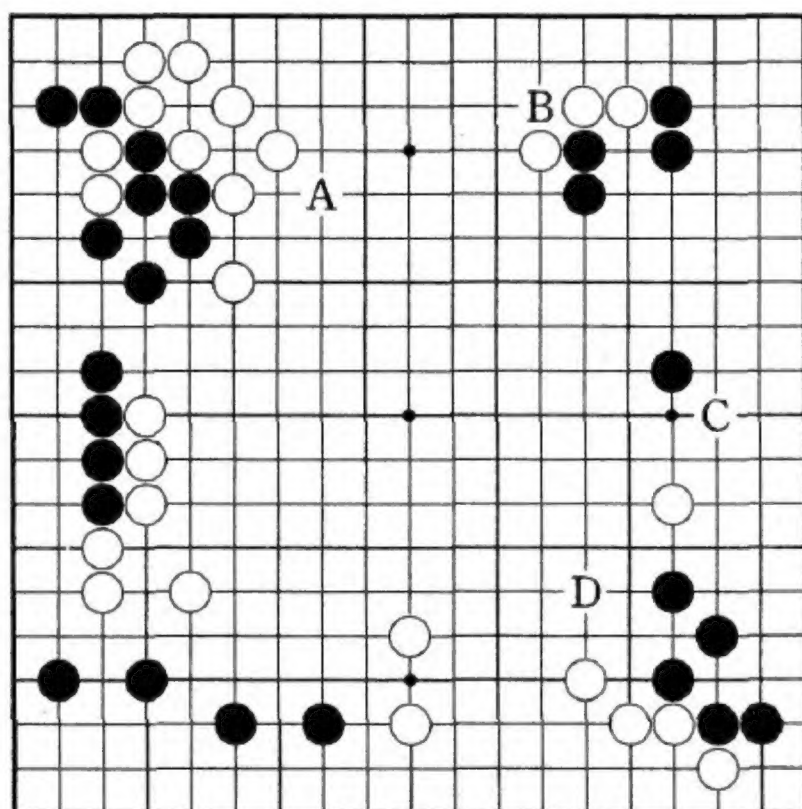


Problem 4

The points scored for each answer are given in the answers section. Moves for which no points are given score zero. Enter the points for each problem in the list on page 16, then use the chart to calculate your rating.



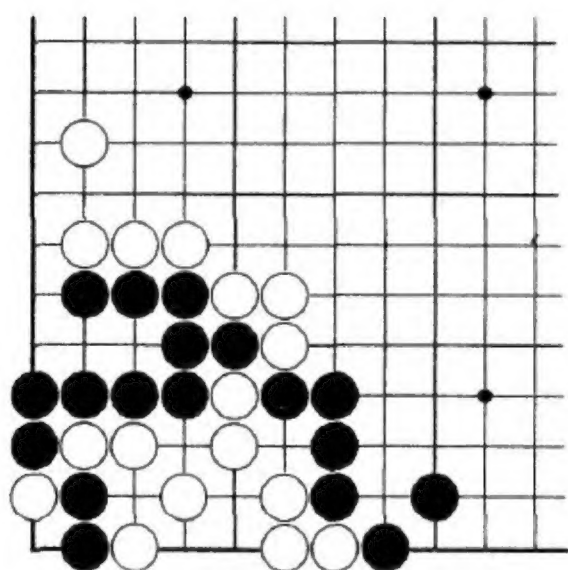
Problem 5



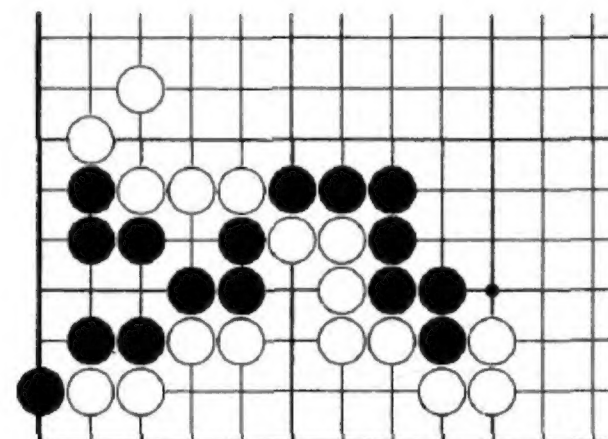
Problem 6

C. Tesuji Problems

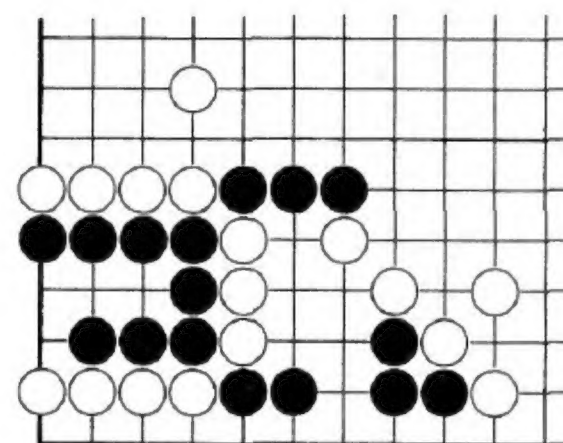
Find the tesuji for Black in each of the problems below.



Problem 7



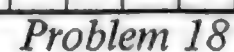
Problem 8



What is the best endgame move for Black in each of the positions below?

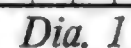


Black to play. What happens to the white group in each of the problems below?

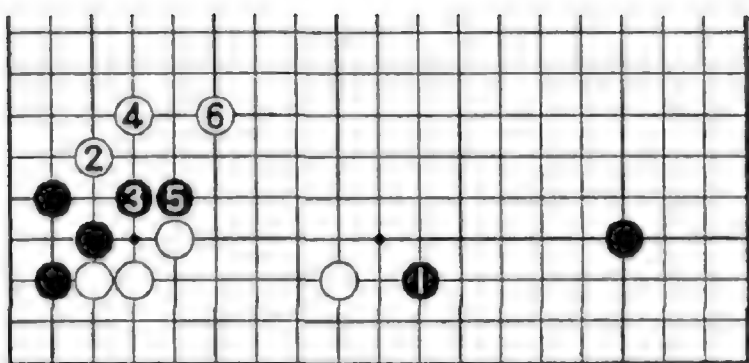


Answer to Problem 1

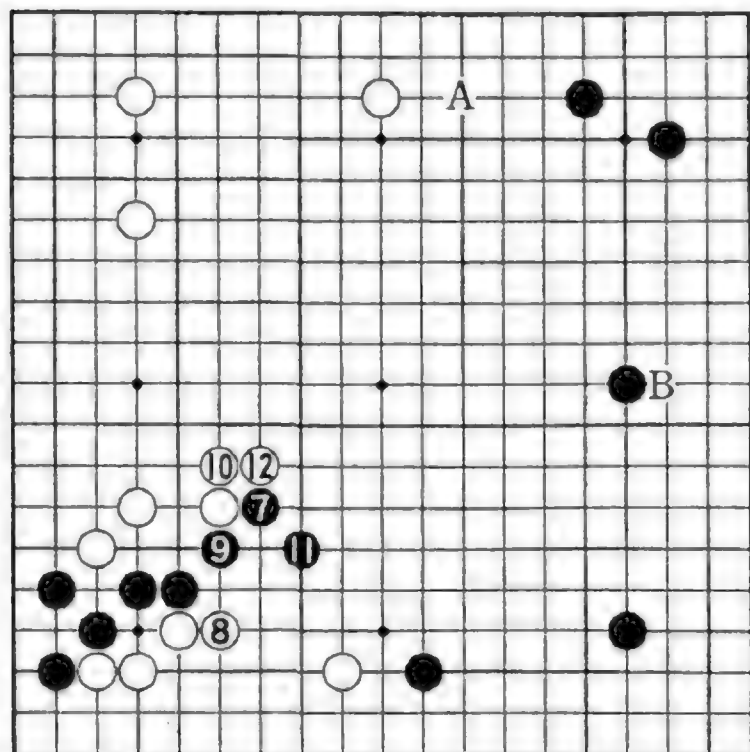
The correct answer is Black D (10 points) or 1 in Dia. 1. Black 1 makes miai of 'a', which aims at White's loose corner enclosure on the top left, and 'b', which aims at attacking White's bottom position.



Second best is Black C (7 points) or 1 in Dia. 2. This works very well with Black's right-side framework, but the drawback is that White can attack with 2 to 6. As Black flees towards the right after 6, White will automatically be able to strengthen his bottom group, so Black 1 will lose its meaning. To continue —



Dia. 2



Dia. 3

Dia. 3. Black can play the tesuji of 7, but White will be happy to defend with 8. White 10 and 12 build up a promising moyo for White.

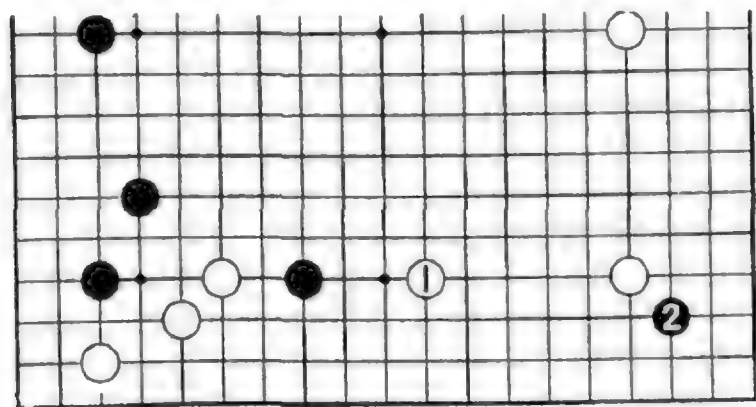
Black A (6 points) and Black B (4 points) in Dia. 3 are both too solid and too slow for this stage of the game. They both invite White to attack as in Dias. 2 and 3.

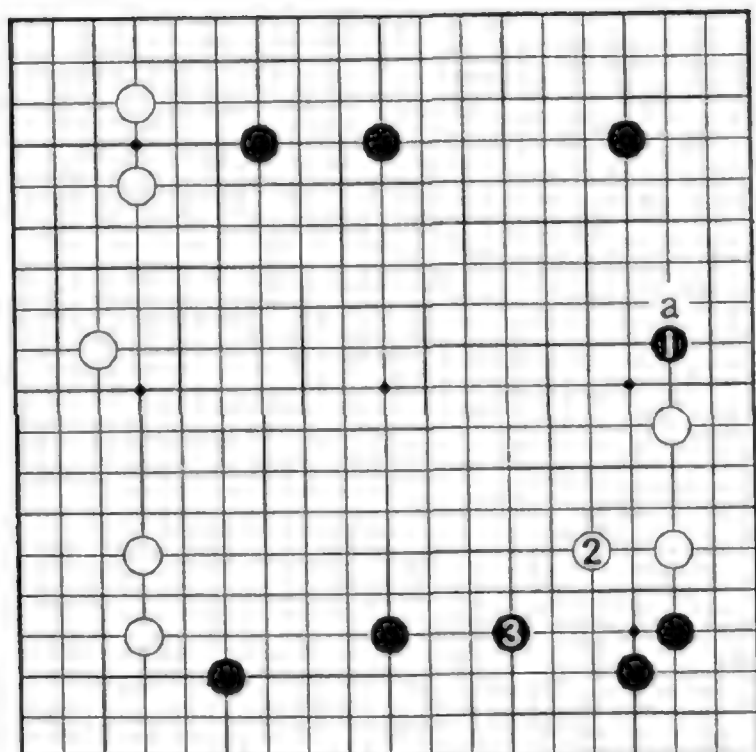
Answer to Problem 2

The correct answer is White C (10 points) or 1 in Dia. 1. The difference between White 1 and an extension along the bottom by Black is enormous. White 1 attacks the solitary black stone and expands White's bottom moyo. In response, Black will either invade at 2 or —

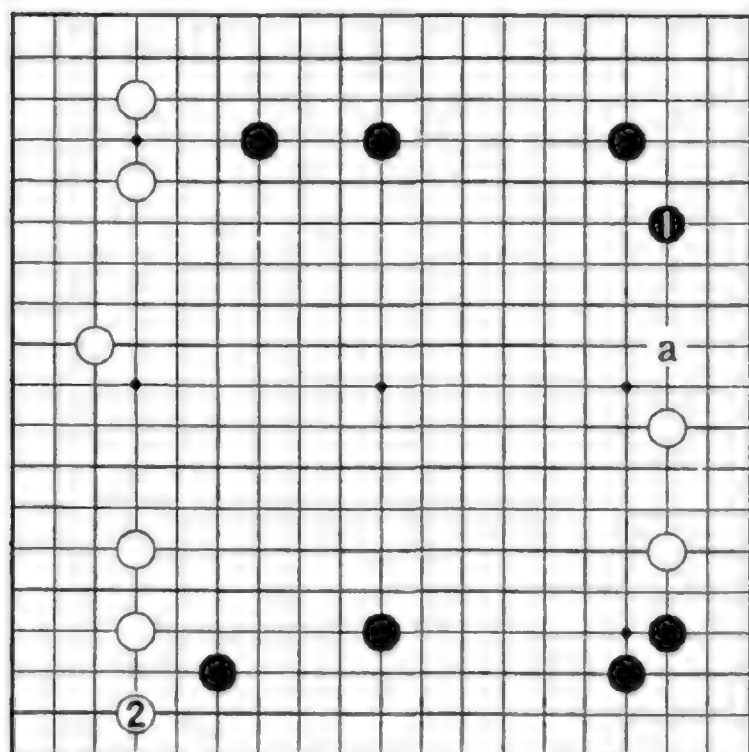
Dia. 2. Jump to 1. In that case, White's standard continuation is 2 and 4.

Locally, White A or 1 in Dia. 3 is a good point,

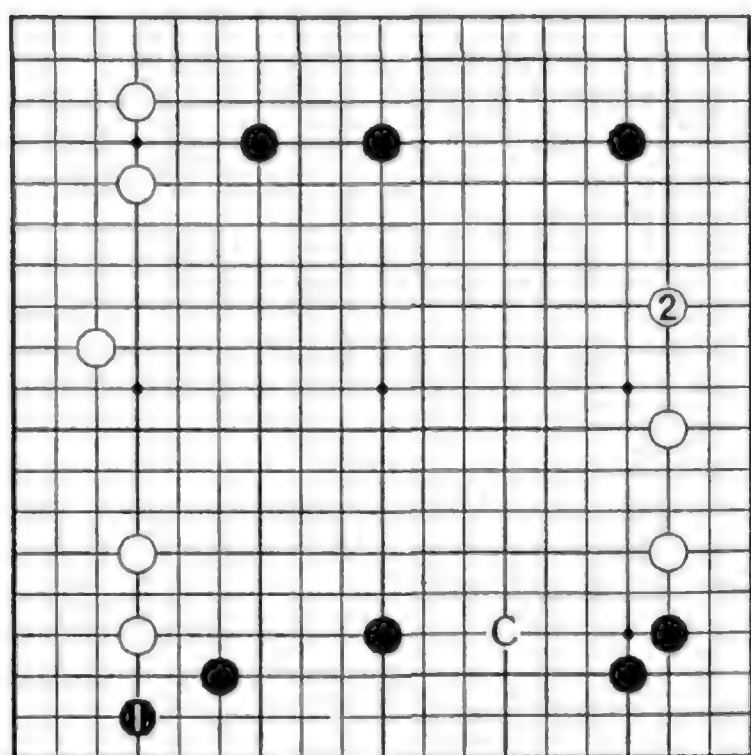




Dia. 1



Dia. 2



Dia. 3

direction, but it does not go far enough. It has no effect on White, who will probably defend at the bottom with 2. For Black to continue with 'a' now

is not as forceful as playing there in the first place.

Black D (6 points) or 1 in Dia. 3 is an excellent point locally, but it lets White extend to 2. Strengthening White like that weakens the black positions at the top and the bottom.

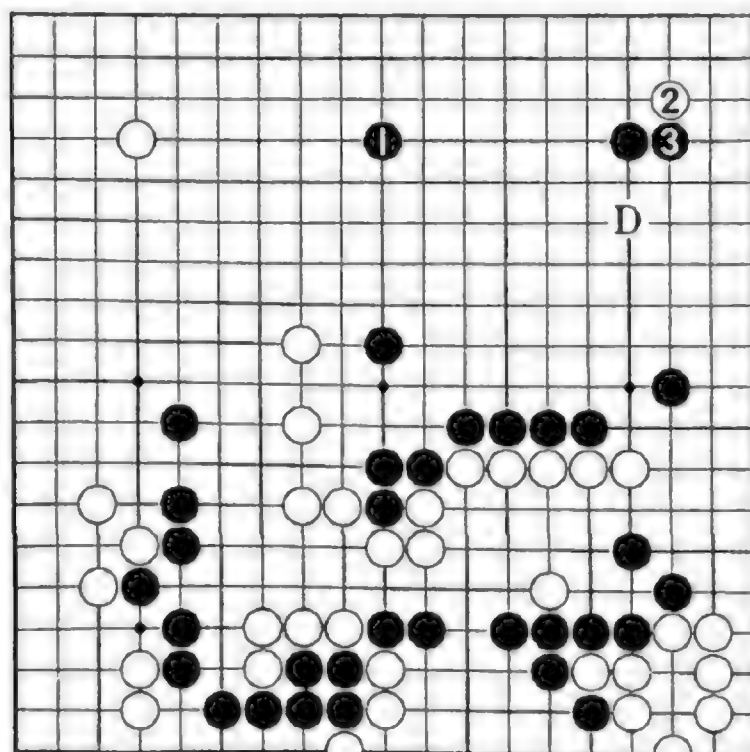
Black C (5 points — see Dia. 3) is solid, but again White will extend to 2, clearly giving Black an inferior result to Dia. 1.

B. Middle Game Problems

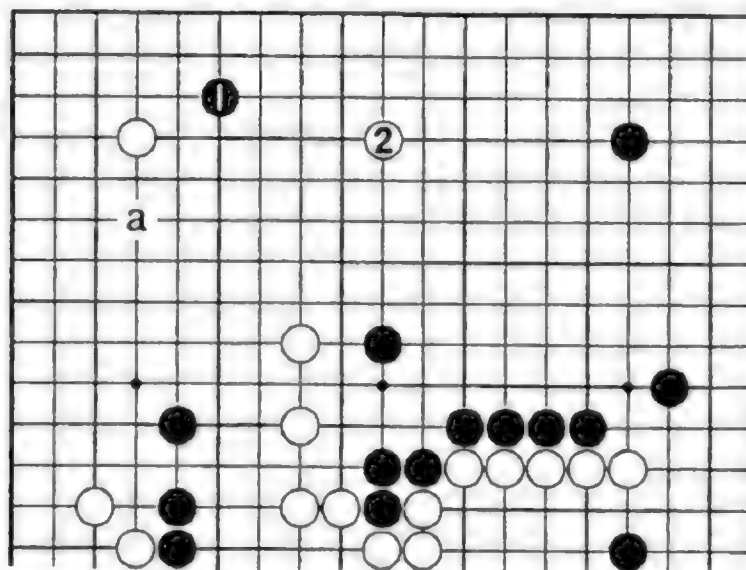
Answer to Problem 4

The best move is Black C (10 points) or 1 in Dia. 1. White's centre group cannot be effectively attacked, so the focal point of the game becomes the development of Black's moyo. For this purpose, Black 1 is more effective than D (7 points), which is the second-best move. Black 1 works best with Black's centre position and his position on the right side. If White invades at 2, Black 3 builds up an ideal box-like shape for Black.

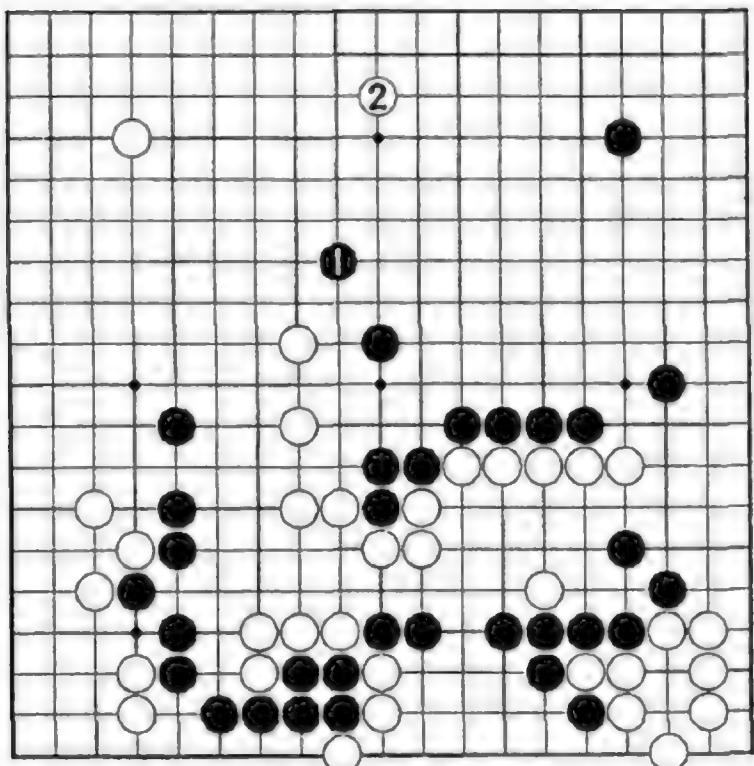
Black A (6 points) or 1 in Dia. 2 shows shallow



Dia. 1



Dia. 2



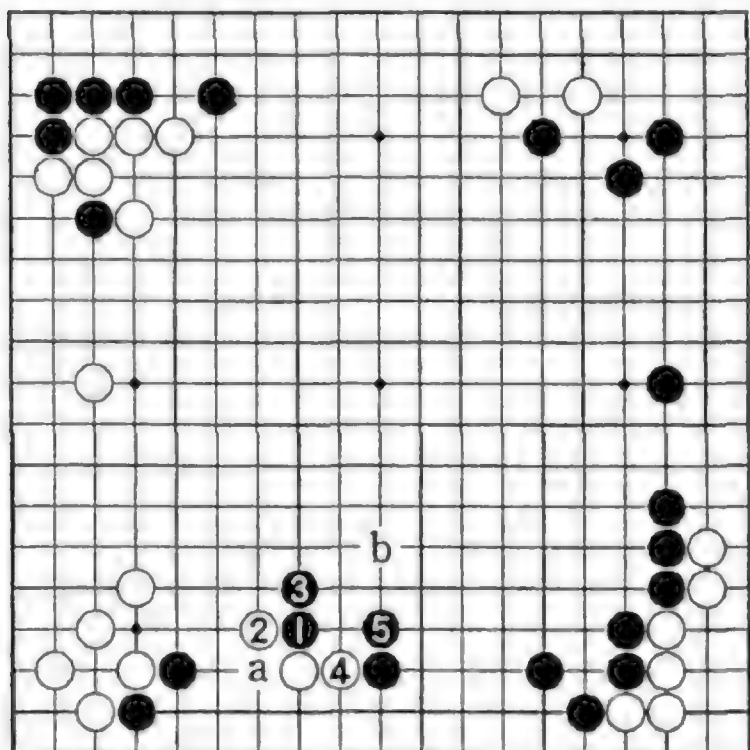
Dia. 3

reading. If Black expects White 'a', letting him make ideal shape with Black 2, he is going to be disappointed. White will answer with the pincer of 2, which immediately nips in the bud the potential of the black moyo.

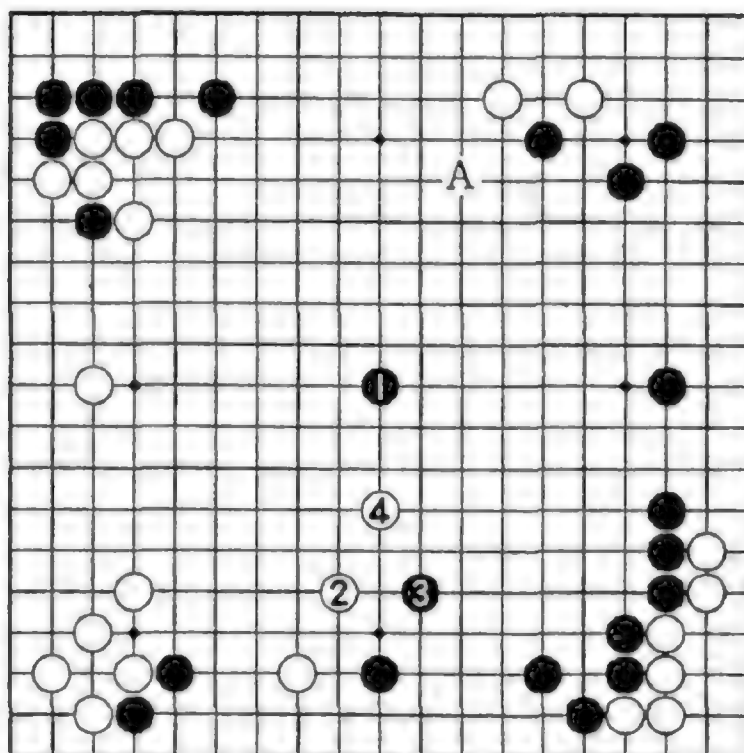
Black B (4 points) or 1 in Dia. 3 may seem to score surprisingly low, but that is because Black's strategy is misguided. The idea of 1 is to build up Black's moyo while attacking White, but since the white group is fairly immune to attack, White will make the ideal extension to 2.

Answer to Problem 5

This game is a contest between opposing black and white moyos, so logically the best point is one which limits White's moyo while building up Black's. That makes C (10 points) or 1 in Dia. 1 the best move. If the joseki to 5 follows, it is clear that Black has altered the balance between



Dia. 1



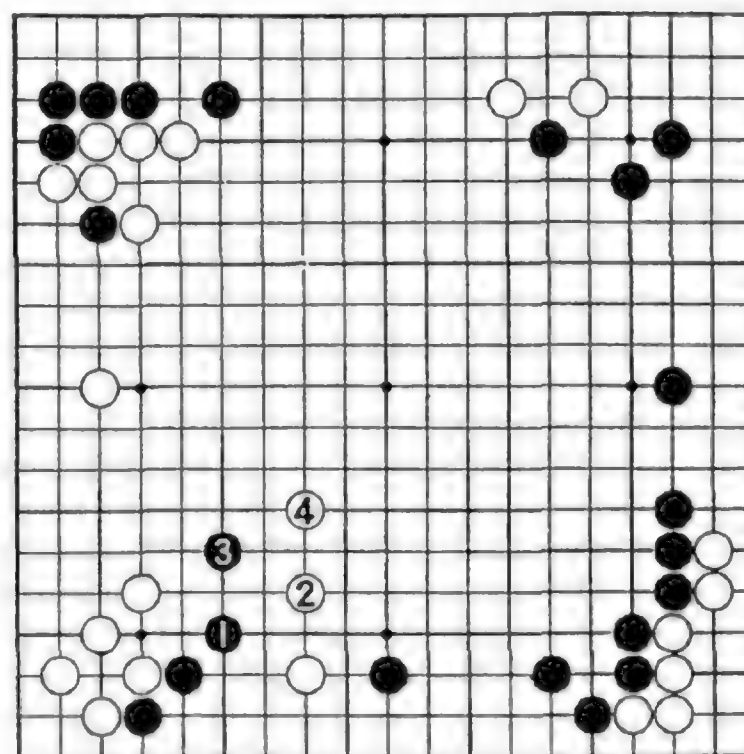
Dia. 2

the moyos in his favour. If next White 'a', Black 'b' is good enough.

Black B (8 points) or 1 in Dia. 2 is of course a good move, as it is the meeting point of the two potential moyos, but it overlooks the fact that White can attack with 2 and 4, getting a much better result than in Dia. 1.

Black A in Dia. 2 (6 points) is another key move when expanding a moyo, but here it is too biased to the top. White will immediately play the superb keima at 2.

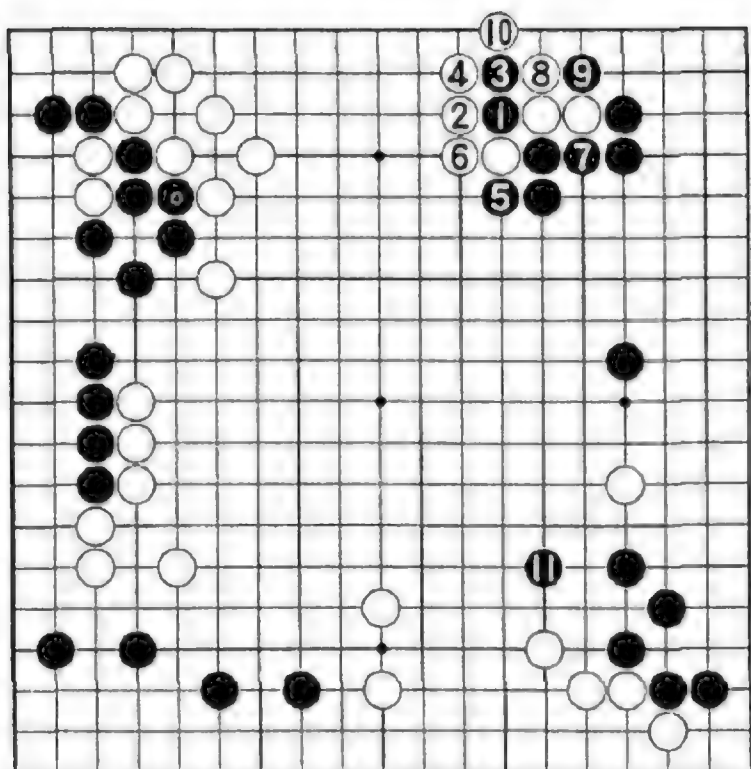
Black D (4 points) or 1 in Dia. 3 is an overplay. For a start, Black has no guarantee of living with his group and, more important, White 2 and 4 reduce his moyo.



Dia. 3

Answer to Problem 6 (next page)

A broad glance at the position should indicate that the game is a contest between Black's right-

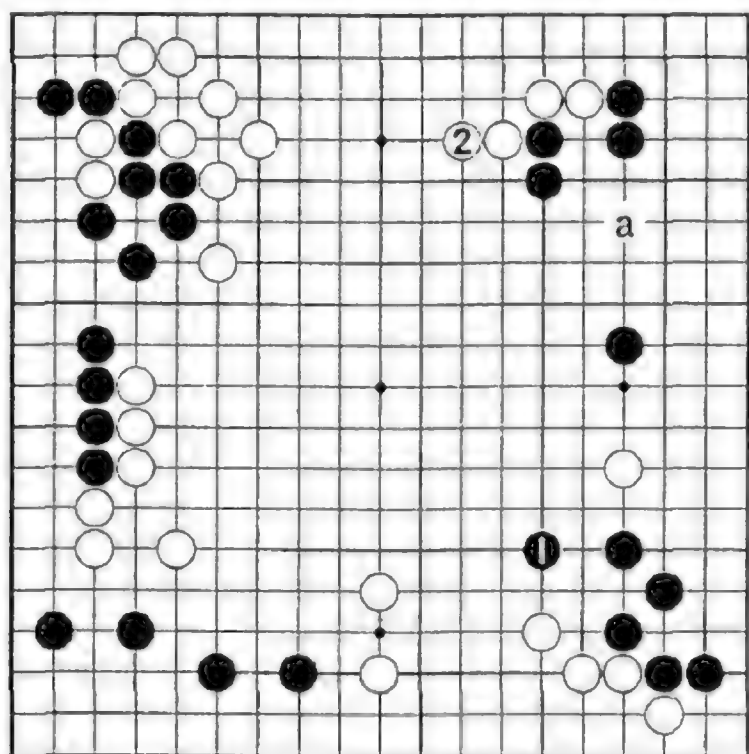


Dia. 1

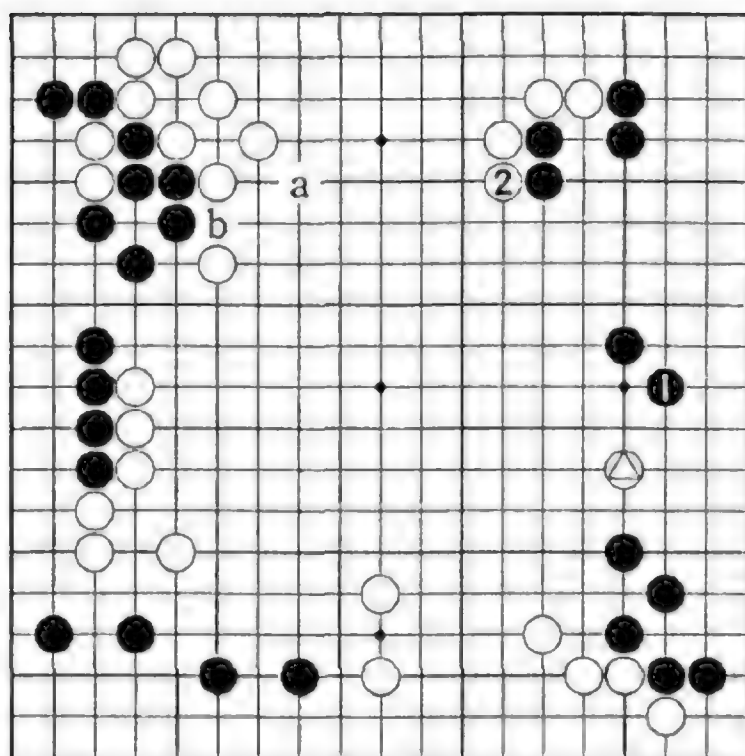
side moyo and White's moyo at the top. What most catches the eye is White's overwhelming influence on the top left. Taking that into consideration, this seems to be an excellent opportunity to cut at B (10 points) or 1 in Dia. 1. The aim is twofold: to make White over-concentrated and to create forcing moves for Black on the outside.

Black sacrifices two stones to create the forcing sequence to 9, then switches to 11 at the bottom. This builds up a superb position for Black at little cost. White builds up a lot of strength on the top right, which is the place where he needs it least.

Black D (8 points) or 1 in Dia. 2 jumps the gun. White will welcome the opportunity to reinforce with 2, which in turn exposes Black's weak point at 'a'. Black would find it galling to have to defend at 'a', but without a stone there his position is a little fragile. White 2 thus kills



Dia. 2



Dia. 3

two birds with one stone, expanding White's moyo while weakening Black's.

Black C (6 points) or 1 in Dia. 3 is too solid. This kind of move makes the marked white stone light, so White will be satisfied to push up at 2. (The reason why the marked stone is light is that even if Black later captures it, it is not an outright loss for White since Black has added the stone at 1 inside his own territory.)

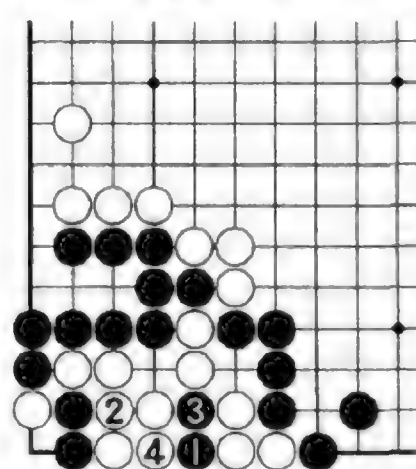
Black A (4 points) or 'a' in Dia. 3 is the worst move as it provokes White's connection at 'b'.

C. Tesuji Problems

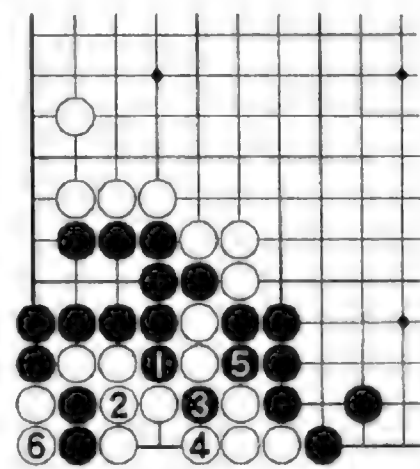
Answer to Problem 7 (5 points for correct answer)

Dia. 1. Black has only one eye, so he has to kill White. The key move is Black 1. If White 2, Black plays 3, then throws in. This exploits White's shortage of liberties. Confirm for yourself that White has no answer to 5.

Dia. 2. Black 1 is a mistake. In effect, if White gets to play at 4 he lives.



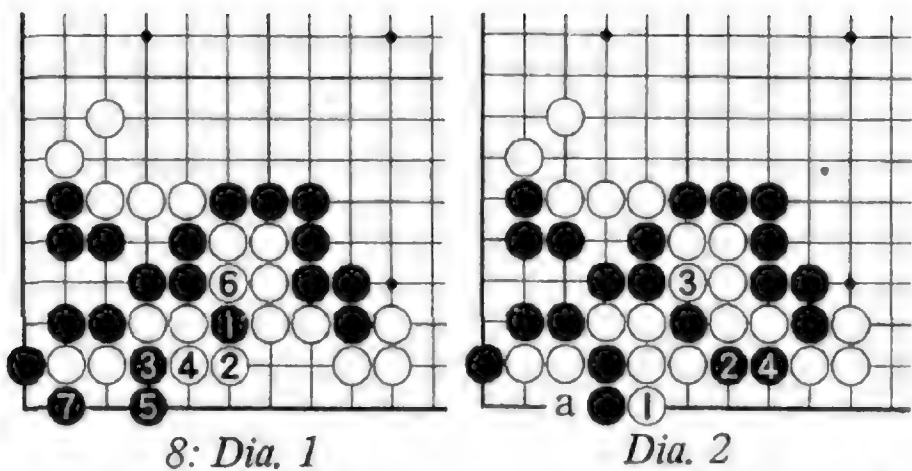
Dia. 1 5: at 3



Dia. 2

Answer to Problem 8 (5 points)

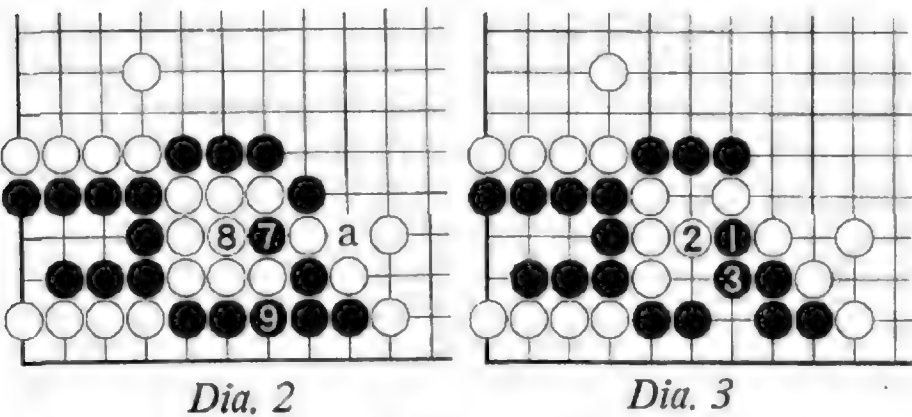
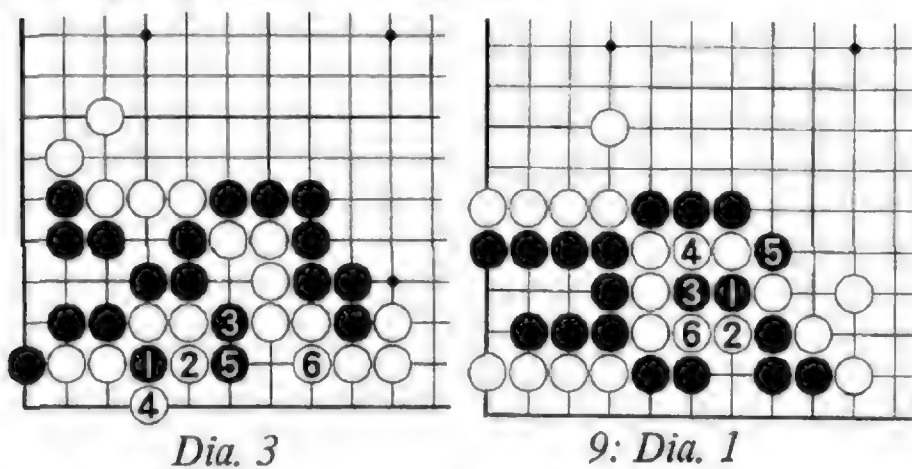
Dia. 1. The 1-3 combination enables Black to live. After Black 5, White must capture at 6, so Black has time to capture with 7. Note that Black



3 at 4 fails when White answers at 3. Instead of 6 –

Dia. 2. White 1 here leads to disaster when Black counters with 2 and 4. If White 3 at 'a', Black 4 gets a snapback.

Dia. 3. Cutting first at 1 is the wrong timing. When Black plays 3, White simply captures at 4. Black cannot kill the corner white group, so his own group automatically dies.



Answer to Problem 9 (5 points)

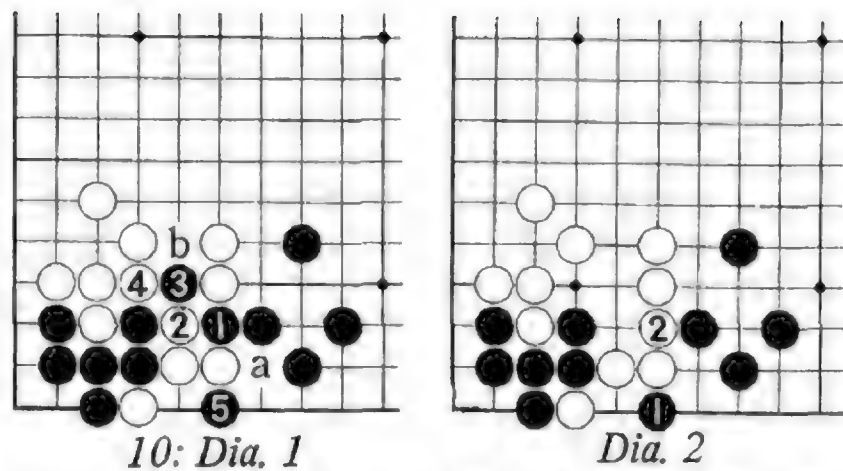
Dia. 1. Black 1 links up the three black groups. If White 2, Black plays 3, sacrificing two stones. Next –

Dia. 2. Black captures White with the throw-in at 7. If White 8 at 'a', Black 9 gets a snapback.

Dia. 3. White 2 doesn't help as it leaves two cutting points.

Answer to Problem 10 (5 points)

Dia. 1. Black 1 is the only move. The continuation to 4 is forced; Black then plays the tesuji of 5, which secures a connection whatever White does. If next White 'b', Black plays 'a'. If White gives atari to the right of 5, Black plays 'a' and

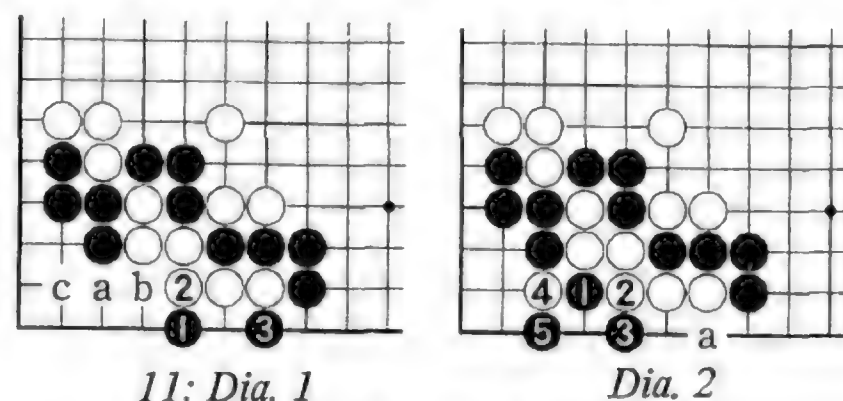


maintains his connection. Black 5 at 'a' is wrong: White counters at 5.

Dia. 2. Black 1 is no good: White takes the key point with 2.

Answer to Problem 11 (5 points)

Dia. 1. The three black stones only have three liberties, so speed is of the essence. Black 1 is the tesuji. If White 2, the follow-up tesuji of 3 wins the semeai by one move. White has no answer. If White 2 at 'a', then he is caught in shortage of liberties after Black 2, White 'b', Black 'c'.

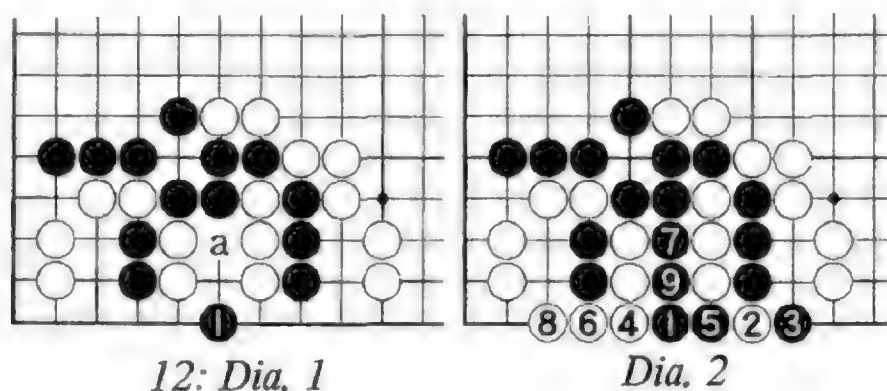


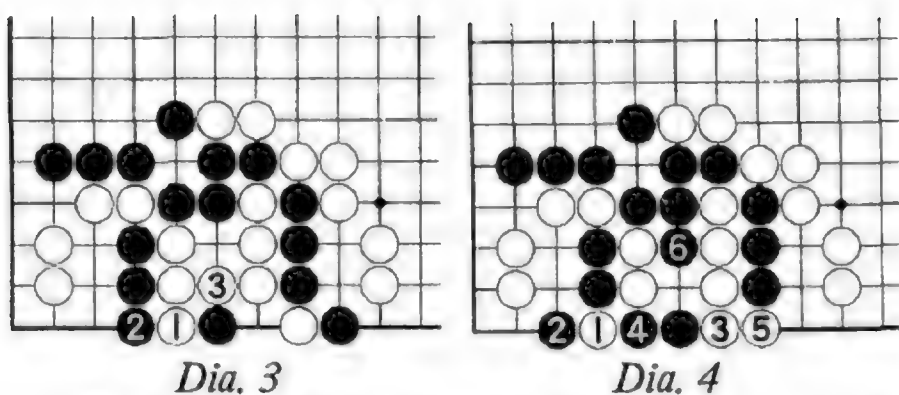
Dia. 2. Playing a ko with 1 and 3 is a mistake. Note also that Black 1 at 'a' loses the semeai outright when White hanes at 4.

Answer to Problem 12 (5 points)

Dia. 1. The fact that White has not played the atari at 'a' may engender some confusion, but regardless Black 1 is the vital point.

Dia. 2. Once Black plays 1, White has to lose something. His best counter is White 2 and 4, which enable him to live in the corner, but Black picks up three white stones with 3 and 5 (the order of these two moves can be reversed). Note that Black 3 at 4 fails because of White 7.





Dia. 3. If Black is greedy and plays at 2 (instead of 5 in Dia. 2), he loses everything.

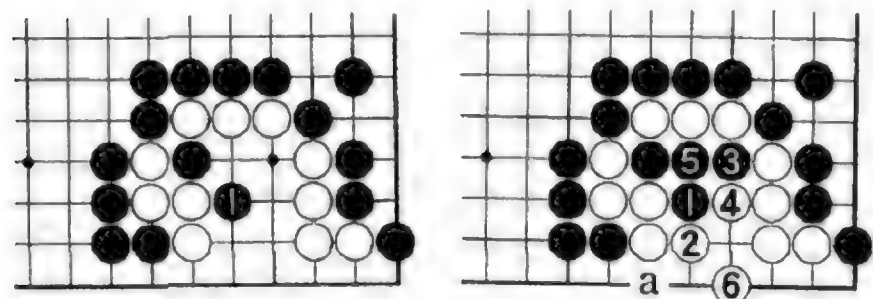
Dia. 4. If White plays the hane at 1, he loses the corner.

D. Endgame Problems

Answer to Problem 13 (correct answer 10 points)

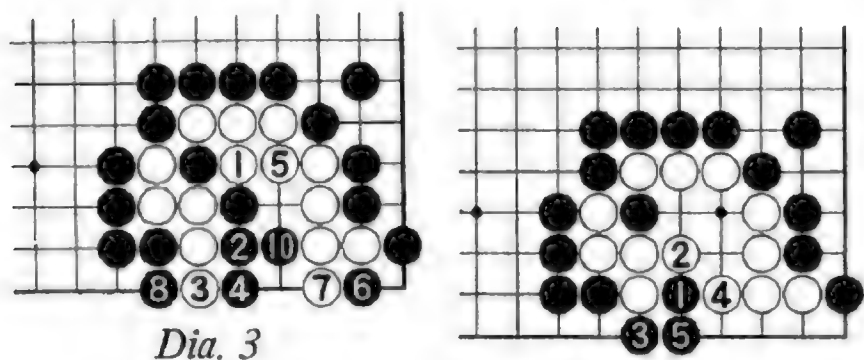
Dia. 1. Black 1 is the vital point for exploiting White's shortage of liberties. When presented as a problem, it is not so hard to find, but only a very strong player would notice it in the course of a game.

Dia. 2. White is compelled to answer with 2 to 6, giving up three stones. This would be a very large endgame profit for Black, compared to the exchange of Black 1 at 'a', White 2.



13: Dia. 1

Dia. 2



Dia. 3

9: connects

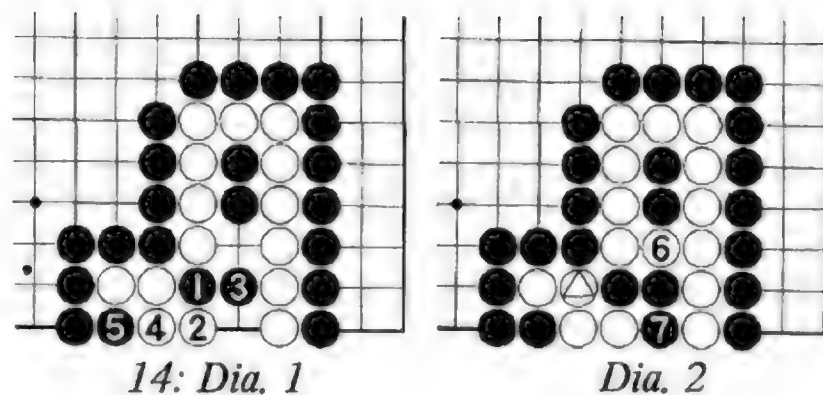
Dia. 4

Dia. 3. If White attempts to resist with 1, Black plays 2 to 10, killing him by reducing him to one large eye.

Dia. 4. Black 1 is quite inferior to 1 in Dia. 1, though still better than the simple hane at 3. For that reason, we will give 1 here five points and the hane at 3 four points.

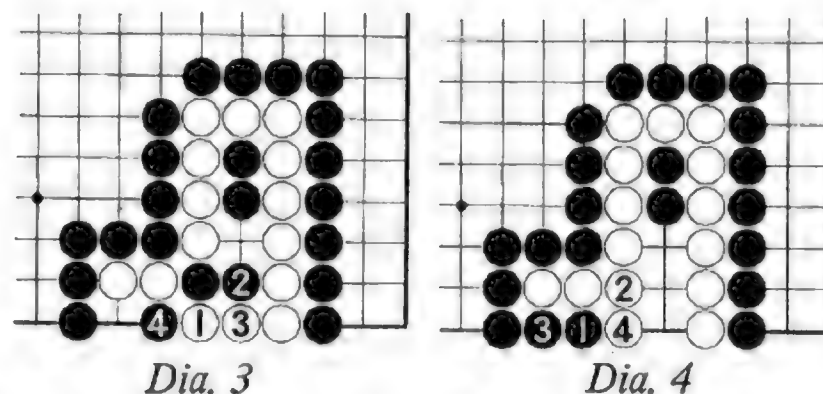
Answer to Problem 14

Dia. 1. Black cuts at 1, then extends at 3 in an attempt to kill the white group. To avoid dying,



14: Dia. 1

Dia. 2



Dia. 3

Dia. 4

White has to make a sacrifice. After 5 —

Dia. 2. White captures at 6, then after 7 makes a cut where the marked stone is. White lives but gets only five points (nine points in territory minus the four stones he has to give Black).

This is the correct answer and scores 10 points. Other answers score only 3 points.

Dia. 3. If White 3, Black kills him with 4. If instead White 1 at 2, Black plays 1 and White cannot give atari.

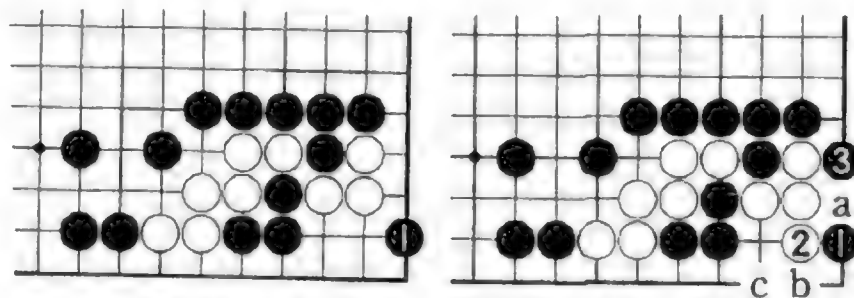
Dia. 4. The ordinary moves of 1 and 3 show a lack of imagination. This way White gets seven points, a gain of two on Dia. 2.

Answer to Problem 15

Dia. 1. The correct answer is the placement at 1 (10 points). This move is possible because of the shortage of liberties of White's three stones.

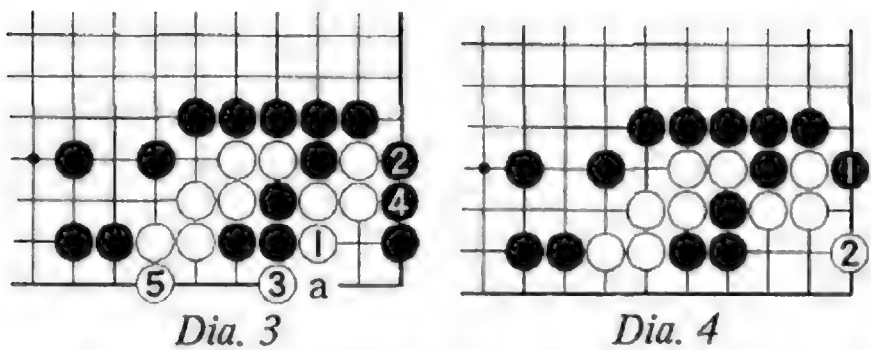
Dia. 2. White 2 looks like the strongest answer, but then White has no answer to Black 3. If White 'a', Black 'b' starts a life-and-death ko. If instead White answers 3 with 'b', Black plays 'c' and White is helpless (he cannot give atari from either side).

Dia. 3. White has no choice but to give way with 1, which means that Black can play 2 and 4 in sente. Note that if White intercepts with 3 at 4, Black captures him with 'a'.



15: Dia. 1

Dia. 2



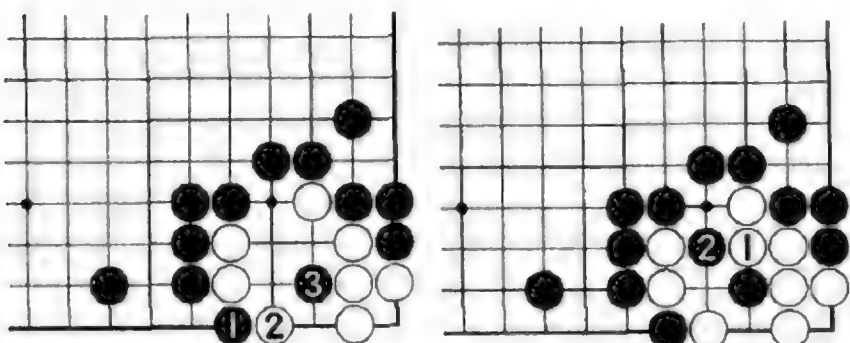
Dia. 4. Black 1 (4 points) looks strong, but White has the tesuji of 2 with which to counter it.

E. Life and Death Problems

Answer to Problem 16

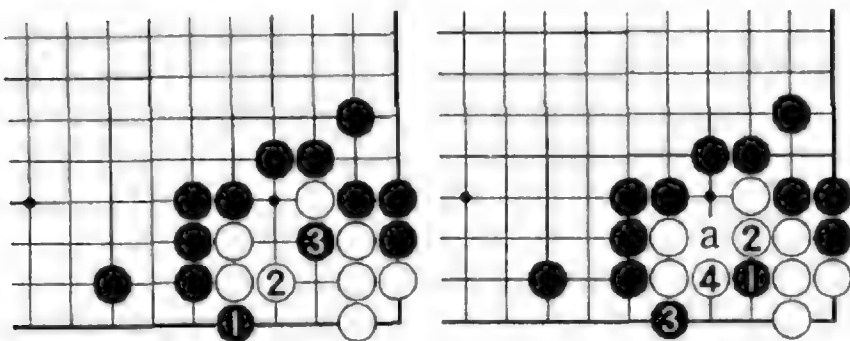
Dia. 1. Black 1, the 'deadly hane', is the correct answer. White 2 is the best counter, but Black next strikes at the vital point of 3 and kills him. To score full marks (10 points), you had to find the whole sequence to 3. After 3 —

Dia. 2. If White 1, Black plays 2 and White is hampered by his lack of liberties. If instead White plays 1 at 2, Black gives atari at 1 and White cannot connect.



16: Dia. 1

Dia. 2



Dia. 3

Dia. 4

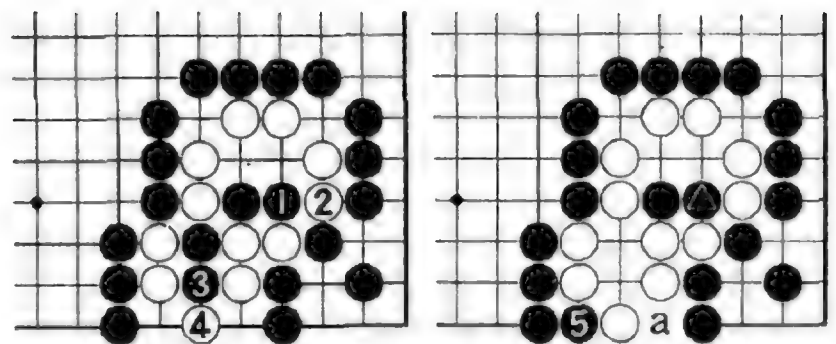
Dia. 3. If White answers 1 with 2, Black 3 stops him from getting an eye here. However, White 2 is not the strongest move for White, so this variation scores only 8 points.

Dia. 4. Playing 1 first is a mistake in timing. White can now live by answering 3 with 4.

Also, Black 1 at 4 fails because of White 'a' (if then Black 3, White throws in, then gives atari).

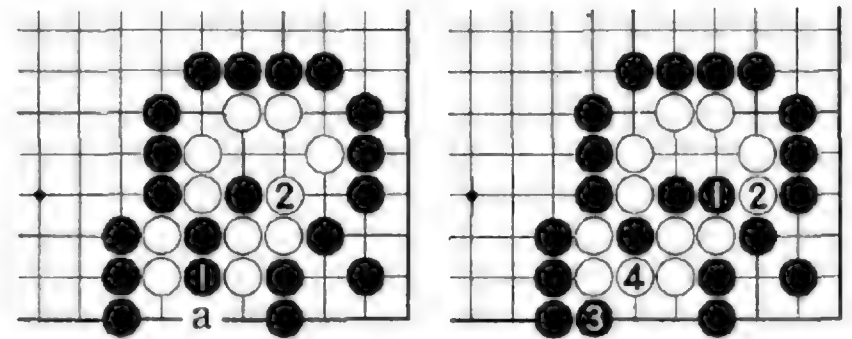
Answer to Problem 17

Dia. 1. Black plays 1 to reduce White's lib-



17: Dia. 1

Dia. 2



Dia. 3

Dia. 4

erties, then makes a sacrifice with 3. This combination qualifies for full marks (10 points). After 4 —

Dia. 2. Black fills in a liberty on the outside with 5 and White is helpless. Note that 5 could also be at 'a'. The marked stone plays a crucial role in killing White.

Dia. 3. If Black plays 1 first, White lives by playing 2. Capturing two stones is not good enough for Black, but since Black got as far as discovering the sacrificial theme, we will give this answer 5 points.

Dia. 4. Black 3 just helps White to live.

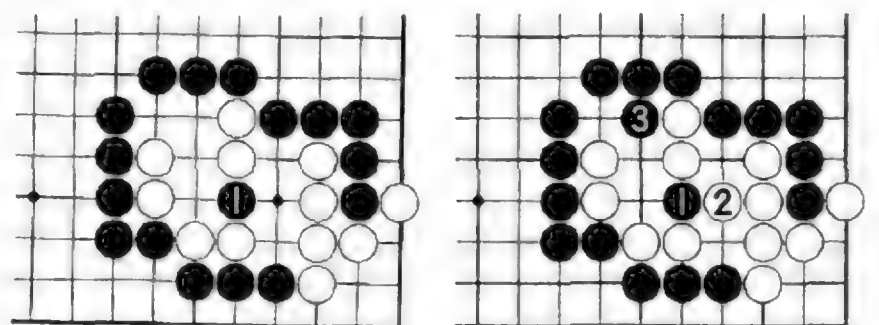
Answer to Problem 18

Dia. 1. Black 1 is decisive. The subsequent variations are straightforward, so if you found Black 1, take 10 points.

Dia. 2. If White 2, Black 3 stops him from getting two eyes.

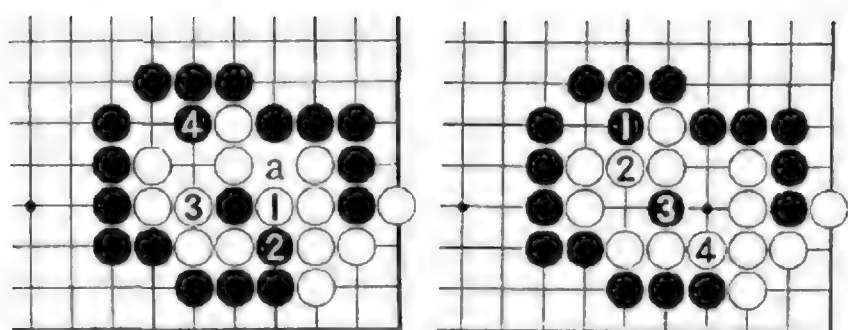
Dia. 3 (next page). Answering White 1 (2 in Dia. 2) with 2 here is also good enough. If instead White plays 1 at 2, Black 'a' makes this a false eye.

Dia. 4. Playing Black 1 first gives White a chance to live. If Black 3, White lives with 4. If Black 3 at 4, White lives with 3.



18: Dia. 1

Dia. 2



Dia. 3

Dia. 4

Rating

135	—	150:	1-dan
129	—	134:	1-kyu
123	—	128:	2-kyu
117	—	122:	3-kyu
111	—	116:	4-kyu
105	—	110:	5-kyu
98	—	104:	6-kyu
90	—	97:	7-kyu
80	—	89:	8-kyu
60	—	79:	9-kyu

Points scored

(Percentages in brackets are the percentage of correct answers submitted by the readers of 'Let's Go'.)

1 (34%):	10 (88%):
2 (59%):	11 (36%):
3 (61%):	12 (77%):
4 (47%):	13 (45%):
5 (35%):	14 (40%):
6 (23%):	15 (29%):
7 (51%):	16 (22%):
8 (78%):	17 (31%):
9 (71%):	18 (76%):

Total:

(This rating test was taken from the 1984 January, February and March issues of 'Let's Go'.)

Go in the Classics

by Donald L. Potter

The origins of go are still shrouded in obscurity. In particular, nothing has appeared in English on the topic since the early days of 'Go Review'. To throw some light on the subject, 'Go World' encouraged the agrarian ex-Sinologist Donald Potter to apply his formidable mind to bringing our knowledge up to date. Though protesting that a proper investigation would take years of concentrated study, Mr. Potter has consented to present the following preliminary report on his findings.

The editor

There are four principal sources for studying the early history of China, including the origins of go. One is early written artifacts: oracle bones and the inscriptions on bronze ceremonial vessels. From the Shang dynasty (1555 — 1046 B.C.) there is an abundance of bovine scapula upon which characters have been etched. By applying heat to the bones, irregular cracks were induced from which the king or his assistants pretended to divine or read the future or the ancestral dispositions. The writing is limited, however, to the acceptability of sacrifices, announcements, harvests, whether dates for journeys, hunting, or military expeditions were favourable, and the weather (always a popular subject). I spent some time looking for inscriptions such as, "The King lost two games in a row to his minister on the right. The King wishes to know if Thursday will be an auspicious day for beheading him." But there are no inscriptions mentioning go on the

oracle bones.

Great bronze vessels (some weighing more than 50 kilograms) were cast in the early Chou (1046 — 255 B.C.) to commemorate victories or other important events. Some of the inscriptions have as many as 400 characters. Alas, none mention go.

Archeological artifacts are our best source of knowledge about early go. A go board in a tomb of the former Han (206 B.C. — 9 A.D.) with 17 lines was discovered in 1952. Since then, in Hupei province alone more than 1,000 tombs of the late Chou have been excavated. Just Hupei province! Certainly in all the excavations there will have been some go boards and stones. Someone who loves go will have to look through the artifacts or go through the journals. There are two archeology publications on mainland China, *Wen Wu* and *K'ao Ku*. They also should have something on go, but haven't been available to me. (See especially *Wen Wu*, 1978, no. 14, *Erh-shih*-

pa su yuan p'an, and *K'ao Ku*, 1978: 15, pp. 334–337.)

Tradition is another source of history. And tradition has it that the emperor Yao (ruled 2356–2256 B.C.) invented go as an amusement for his idiot son. Not a very nice tradition. Those who believe it would, I think, belie the reputation for superior intelligence that go players have for centuries enjoyed.

Our earliest historical evidence of go appears in the classics, in the *Analects* and in *Mencius*. The passages, which are translated below, say nothing about the origin of the game, but at least establish that go was already popular by the 6th century. Or do they? We know that Confucius, the reputed author of the *Analects*, lived between 551 and 479 B.C., yet while they are perhaps a collection of his sayings, he most certainly did not write them himself. At best, they are a 5th century B.C. compilation by students of his disciples. Even the validity of this antiquity may be doubtful.

When Ch'in Shih Huang-ti (reigned 246–209 B.C.) unified all of China in 221 B.C., he commanded that all books be burnt, his aim being to stamp out heterodoxy or any school potentially critical of his regime. And most of the books were burnt. Consequently, all ancient Chinese historical documents alleged to predate the Han dynasty (206 B.C. – 221 A.D.) are collections or collations of this later period. Some of them may be authentic rediscoveries of original works. Some could be and are no doubt forgeries. The great sinologue James Legge accepts the *Analects* (*Lun Yu*) as a 5th century work, rediscovered in the Han.

In the *Analects*, the ancient Chinese word for go is *i* 弈; it is first mentioned in Book XVIII, Chapter XXII.

The Master said, 'Hard is it to deal with him, who will stuff himself with food the whole day, without applying his mind to anything good. Are there not gamesters and go players? To be one of these would still be better than doing nothing at all.'

For centuries, the expression 'po-i' 博 弈, translated here as 'gamesters and go players', has given scholars difficulty. Some just accept it as meaning 'playing go' because it appears in the *Analects* and they don't know what else it could mean. Legge actually translated the term as 'game-

子曰，飽食終日，無所
用心，難矣哉！不有博
奕者乎？爲之，猶賢乎已。

The only reference by Confucius to go

sters and chessplayers', because, as he admits in his notes, he did not know whether 'i' referred to Chinese chess or to go. There is no doubt that it refers to the latter, so we have amended his translation. Legge also admits he doesn't know what 'po' means but handles the problem very well with the word 'gamesters'. Actually 'po' refers to a very popular ancient game called 'liu po' 六 博, which was played with dice. Professor Yang Lien-sheng has an article on the game in the *Harvard Journal of Asian Studies* (Vol. 9, 1945, page 202), followed by a longer one in the same journal (Vol. 15, 1952).

The misinterpretations of the term 'po-i' in the *Analects* have arisen from failing to understand that the term refers to two games, with 'po' being a contraction of 'liu-po'. Legge at least realized that 'po' and 'i' were separate, which is more than most go historians have done. They have usually translated 'po-i' as a compound word meaning 'to play go'.

Motifs of the six immortals playing liu-po can be found cast on bronze mirrors from the middle Chou period and carved on rock in bas-relief around early Chou.

In modern Chinese, 'po' has two meanings: 'broad, extensive', as in 'po-hsueh' 博 · 學, meaning 'extensive learning', or 'po-shih' 博 士, which is the Chinese translation of Ph.D. The second meaning is 'to gamble, wager money'. Liu-

po was a popular gambling game, as in fact go was and is at least in contemporary Taiwan. There are numerous references to liu-po, for example, in the *Kuan-tzu*, *Chan Kuo-tzu*, *Lieh-tzu*, and *Han Fei-tsu*, which suggests it was much more common than go.

In more recent times, go has been regarded as an art, especially of the leisured literati or gentry, while gambling has been considered a vice. The juxtaposition of the two characters 'po' and 'i' does nothing to flatter go. One day I was walking with O Rissei 7-dan of Taiwan on the sixth floor of the Nihon Ki-in where the above quote from the *Analects* is hanging in full view. He turned to me and said, 'I wish they would take that damn thing down.' The prestige associated with go was a later development, probably Sung (960–1206) or T'ang (618–906). Parenthetically, it might be noted that in this quotation hanging in the Nihon Ki-in 'i' 弈 is mistakenly written 'i' 奕. The latter means 'great, grand, elegant'. As the two characters share the same phonetic, 'i' 奕, they are often wrongly interchanged; they are not more similar in meaning than the English words 'scent' and 'cent'.

Mencius (372–289 B.C.) is not generally given credit for the work which bears his name. (One of the indications that he did not write it is the use of posthumous titles for his contemporaries. During his life he could hardly have known what his interlocutors would have been called after his own and their deaths.) The same problem obtains for this as for the *Analects* and all pre-Han literary artifacts: they were destroyed during the Ch'in and recompiled during the Han (206 B.C. – 221 A.D.).

Go is mentioned in Chapter XXX in Book IV of *Mencius*. The passage, in Legge's translation, goes:

The disciple Kung-tu said, 'Throughout the whole kingdom everyone pronounces K'wang Chang unfilial. But you, Master, keep company with him, and moreover treat him with politeness. I venture to ask why you do so.'

Mencius replied, 'There are five things which are pronounced in the common usage of the age to be unfilial. The first is laziness in the use of one's four limbs, without attending to the nourishment of his parents. The second is gambling and go-playing, and being fond of wine, without at-

tending to the nourishment of his parents. The third is being fond of goods and money, and selfishly attached to his wife and children, without attending to the nourishment of his parents. The fourth is following the desires of one's ears and eyes, so as to bring his parents to disgrace. The fifth is being fond of bravery, fighting and quarrelling so as to endanger his parents. Is Chang guilty of any one of these things?'

Go is again mentioned in Book VI, Chapter IX:

'Now go-playing is but a small art, but without his whole mind being given, and his will bent, to it, a man cannot succeed at it. Go Ch'iu is the best go player in all the kingdom. Suppose that he is teaching two men to play. – The one gives to the subject his whole mind and bends to it all his will, doing nothing but listening to Go Ch'iu. The other, though he seems to be listening to him, has his whole mind running on a swan which he thinks is approaching, and wishes to bend his bow, adjust the string to the arrow, and shoot it. Although he is learning along with the other, he does not come up to him. Why? – because his intelligence is not equal? Not so.'

As in the quote from the *Analects*, Legge's mistranslation of 'chess' has been amended. Ch'iu was a player so known for his skill at go that he was nicknamed Go Ch'iu.

In the first two citations, that is, from the *Analects* and the first from Mencius, go hardly ranks among the noble arts. In fact, according to Mencius it is one of the five cardinal sins against the principal virtue of Confucianism, filial piety. The *Analects* merely treat it as a form of gambling, but at least an employment of the mind – better than doing nothing at all.

As liu-po was played with dice, the element of chance was always present, enhancing opportunities for betting. In the early development of go, the pieces or stones were no doubt thrown at random on the board (in the process of divination – this is a subject for further research). Obviously unpredictability is necessary in wagering. The staid Confucianists may well have opposed such diversions as they clearly could distract one from 'the nourishment of his parents.' Similarly, after the crusades, chess became a favorite pastime of the European aristocracy and clergy. Primates

frowned on it as a wasteful and compulsive distraction from spiritual commitment.

Another possible reason that go received such short shrift from Confucianists is that it derived from astrological divination and magic, which were connected with Taoism. Throughout the Chou period (1045 – 255 B.C.), especially during the latter half, numerous philosophical schools, such as the *Ju-chia* (Confucianists), Taoists, Mohists, Legalists, etc., bitterly contended for the attention of the rulers of the various ancient Chinese states. Their disputes were much more bitter and consequential than, for example, those of today's high-minded monetarists and unprincipled spendthrifts. In the end, the legalists in the state of Ch'in won. When that state succeeded in unifying China, all other schools were proscribed and their books banned and burnt, giving rise to our present textual difficulties and providing employment for untold numbers of historians and philologists.

In the last passage quoted, Mencius is comparing himself and his unsuccessful efforts to teach a prince with a go master, I Ch'iu (Go Ch'iu), trying to teach two men, one of whom is not paying attention.

For Mencius to condemn go as one of the five great sins and later to refer to it as a minor art is an anomaly. The explanation probably lies in the fact that the author of the two passages was not the same person. Probably they were not even written in the same century. The first passage could be of the second or third century B.C., but the latter probably comes from the Han period, when go was already well established as an intellectual and aristocratic pursuit. It is no longer a sin but one of the 'small arts'. Furthermore, the passage from Book VI suggests that the author may actually have been a go player himself. Who else would have known that success in go requires the 'whole mind' and all one's concentration? Most people imagine that skill in chess or go is simply a matter of genius or talent; they know little of the effort required to achieve preeminence in this 'small art'.

In conclusion, one may make the following observations:

1. The principal source for establishing the antiquity of go will remain archeology.

2. Go is mentioned in only two of the classics, the *Analects* and *Mencius*, twice in the latter and with very different attitudes expressed towards

the game.

3. Any implications derived from these works depend on their own historicity.

4. Probably neither work is by its reputed author, though the *Analects* may be as early as the late 5th century or the 4th century B.C. and the *Mencius* as early as the third century B.C. Parts of either or both may be as late as the first or second centuries B.C.

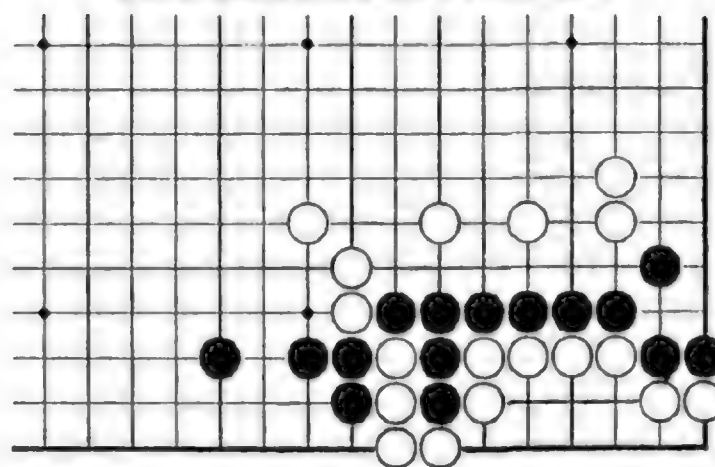
My own opinion, which awaits considerable research for confirmation, is that in the 6th and 7th centuries B.C. go still included some element of chance that was important to its origin in astrological divination. The game of liu-po was already popular by the 11th century B.C. There is no reason go could not have shared a parallel historical development. The origins of the two games are probably similar. Nonetheless, all this is pure conjecture. Our earliest information about go is the classical references given above.

Postscript. An excellent article on go and Michael Redmond by Terry Trucco appeared in the *Asian Wall Street Journal*, Friday, 31 August 1984. She writes: 'The game is thought to have come from ancient China, somewhere between 3,000 B.C. and 4,000 B.C., when the board and stones are believed to have been used for fortune-telling, war games and possibly even as a primitive abacus.'

Rather heavy duties! Go probably originated in astrological divination. There's no evidence it was used for war games.

Examples of the abacus appear in Roman murals and in some of the chambers of the pyramids. It is not known in China before the 14th century A.D., and not mentioned before the 16th. There is less connection here than between go and the weft and warp of the weaving industry.

Life-and-Death Problem



Black to play and live.
Answer on page 60.

Go in Korea

by Jimmy Cha 4-dan

Readers of *Go World* and other magazines must be pretty familiar with the tournament scene in Japan and how the Nihon Ki-in works to popularize go, but I imagine that very few know much about go in Korea. I would like to change that with a series of articles about players, tournament conditions and the Hankuk Kiwon (Korean Go Association). Since I know many of the players personally, I can give *Go World* magazine a good, close-up view of go in my country.

For example, consider the two men whose game I would like to show you. I served in the Air Force with Cho Hun Hyun. I have also known Kim In for many years and in fact he presented me with my ranking certificate for 4-dan in a ceremony in Los Angeles. But let me tell you something about them.

Cho Hun Hyun 9-dan is the 'Superman' of Korean go (he doesn't do too badly against the Japanese either!). But then, he was trained in Japan by the legendary Segoe Kensaku, honorary 9-dan. Segoe Sensei had only two other students, both stars in their own right: Go Seigen and Hashimoto Uтарo. Cho Hun Hyun, who was born in 1953, went to Japan when he was ten years old and became shodan three years later. He returned to Korea in 1972 to serve in the military and it wasn't until 1976 that he began to dominate the go scene, taking the Kuk Su title (he has held it now for nine straight years) and the Wang Wi title (seven times). Between 1980 and 1982 Cho took all ten titles, major and minor, television lightning tournaments, everything. Now you know why I left Korea! Since then he has lost a couple of titles but he is still the best. He turned 31 last March.

The man he took over from is Kim In, also 9-dan. For a period of about seven or eight years Kim In was at the top. He trained in Japan too, with Kitani Minoru 9-dan, and his style reflects that to a certain extent. He plays slow, thick moves just like Kitani Sensei. Kim In is a quiet, polite man and everyone respects him enormously. There is just one thing I don't like: I think he should get married! He is 40 years old, about the same as Otake and Rin Kaiho.

The game you are about to see was played the year after Kim In had lost his Pae Wang title (fourth in importance of the title matches and worth about \$15,000) and he was eager to gain it back. Cho Hun Hyun thought enough of this game to include it in the 1983 collection of his best games.

14th Annual Pae Wang Title, Game One

White: Cho Hun Hyun 8-dan (at the time)

Black: Kim In 8-dan (at the time)

Date: 15th February, 1979; komi: 5 points.

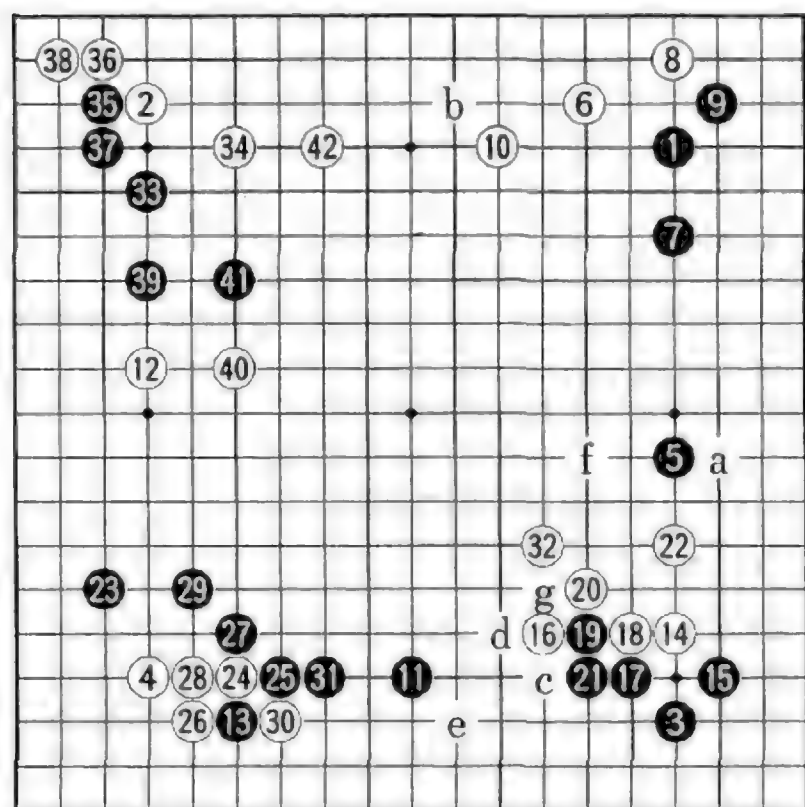
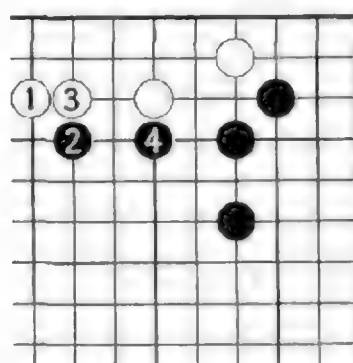
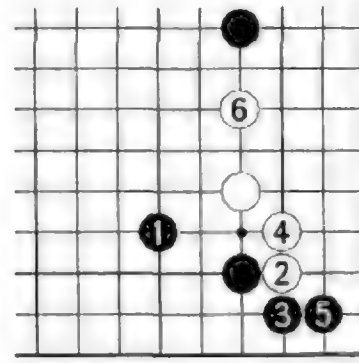


Figure 1 (1 - 42)



Dia. 1



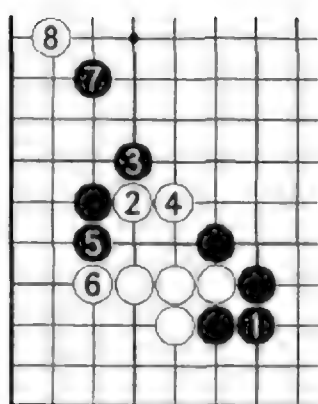
Dia. 2

Figure 1 (1 - 42)

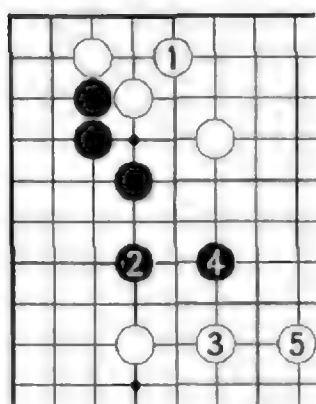
Black 1, 3 and 5 set up the Chinese-style fuseki. Kim In likes to play the high move at 5; I prefer the low one at 'a'. Black 5 aims at the outside while 'a' looks to build territory. But this is just a question of taste.

White 6 is the only move, but you might be surprised at 10. Cho said that if he played at 'b', Black would be sure to hit him with 2 and 4 in Dia. 1. He did not want to be forced into this low posture. Just look at how all White's stones on the upper side would end up on the third line.

Black 15 is also essential: 1 in Dia. 2 would let White build himself a comfortable position.



Dia. 3



Dia. 4

Cho suggested an alternative for Black 19: 'c'. White 'd', Black 'e', White 'f' follow. That's one idea. On the other hand, Kim In plans to cut at 'g'. He cannot do it right away, but White has to worry all the same.

Black 23 is a good move.

Black cannot connect at 1 in Dia. 3 with 29 since White will develop an attack with 8. Black will have to run away and that would give White an opportunity to build up the upper side.

But Black plays well here: 31 forces White 32 since now the cut would rake in a lot of profit for Black.

White 38 was the move Cho regretted most in this game, claiming that it was more reasonable to play 1 in Dia. 4. After White 5 the game is still up for grabs.

White 42. White is compelled to reinforce here because of the thinness of his position at the top after 38.

Figure 2 (43 – 90)

White has little choice about 46 since extending to 1 in Dia. 5 would let Black cut for a big

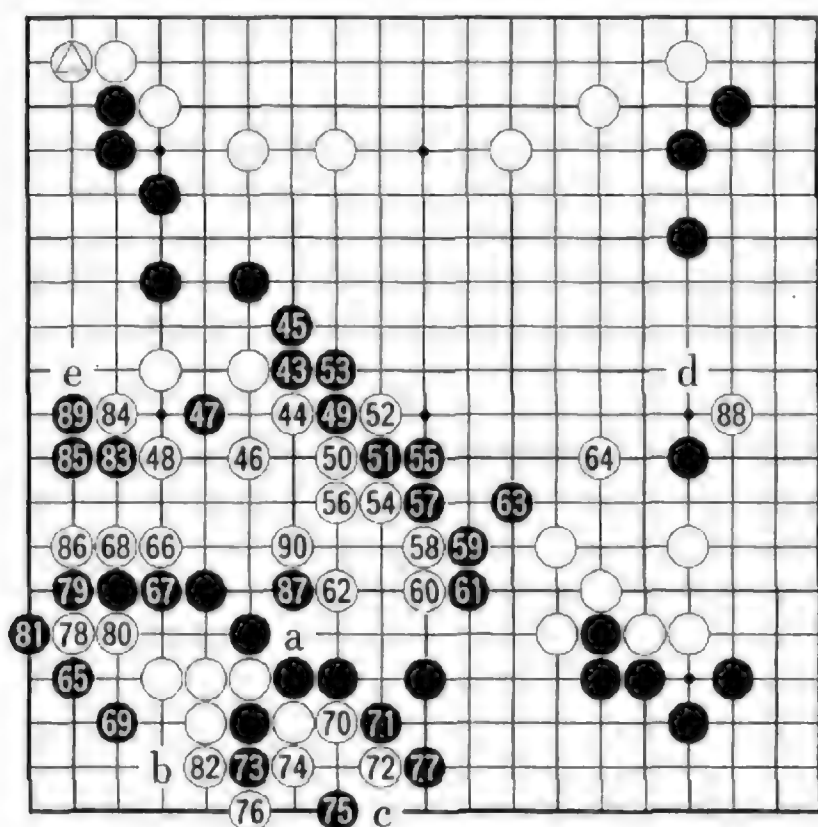
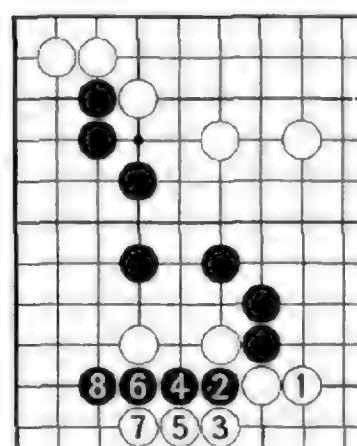


Figure 2 (43 – 90)



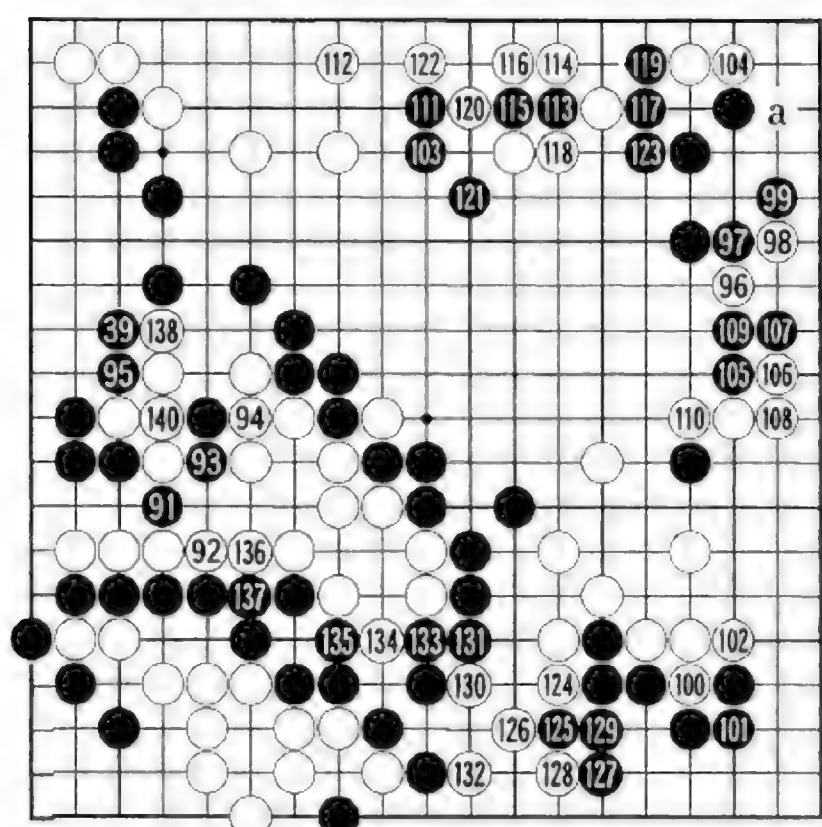
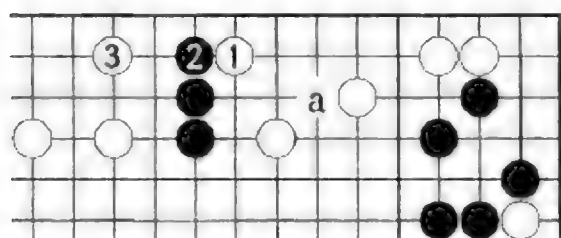


Figure 3 (91 - 140)

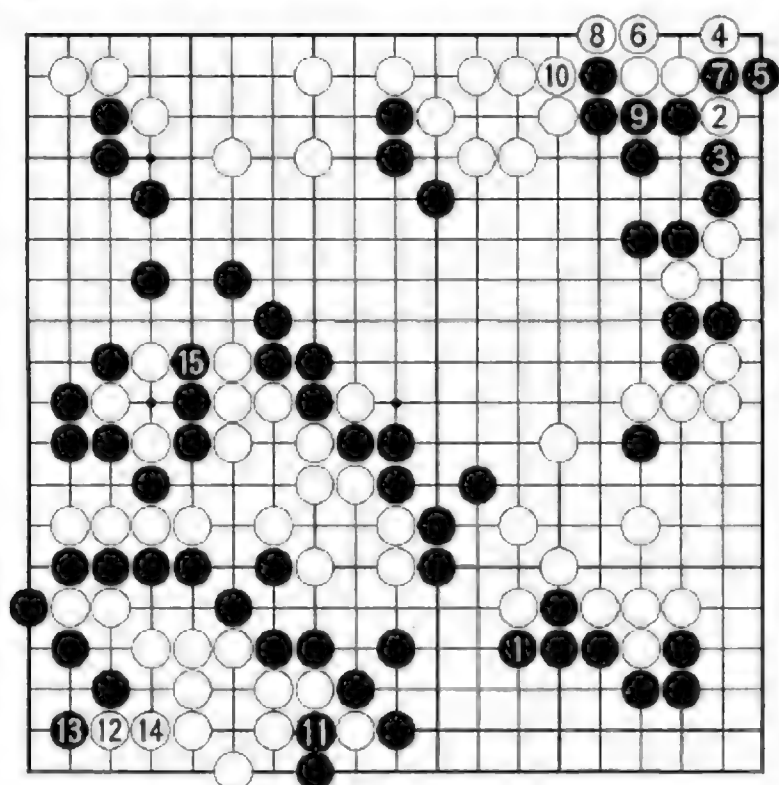


Dia. 8

Figure 3 (91 - 140)

With 96 and 98 White finally has a chance. Black is still ahead, but the gap is smaller than before.

I think Black 103 is premature. He should first play 107 and take sente to play 103. But it does not matter: Black would still do well on the upper side. Cho commented that instead of 112, he should have forced with 1 in Dia. 8 first. That would have prevented Black from ripping off White's two stones with 117 and 119. Black 121 is sente: if White ignores it, a black kosumi-at-



Dia. 9



Cho Hun Hyun

tachment to the right of 112 is a ten-point sente play (it threatens to kill White's six stones to the right, so those stones must run while Black ravages the territory to the left).

But here is the mistake that cost Kim In the game: Black 123. Of course he was worried about White 'a', but 24 was much bigger. If he played there, as in Dia. 9, he could let White connect in the upper right corner with 2 to 10. After forcing with Black 11 and 13, 15 gives him a lead of about 15 points on the board. Count it for yourself.

Cho said that when he played White 140 he knew that he had won.

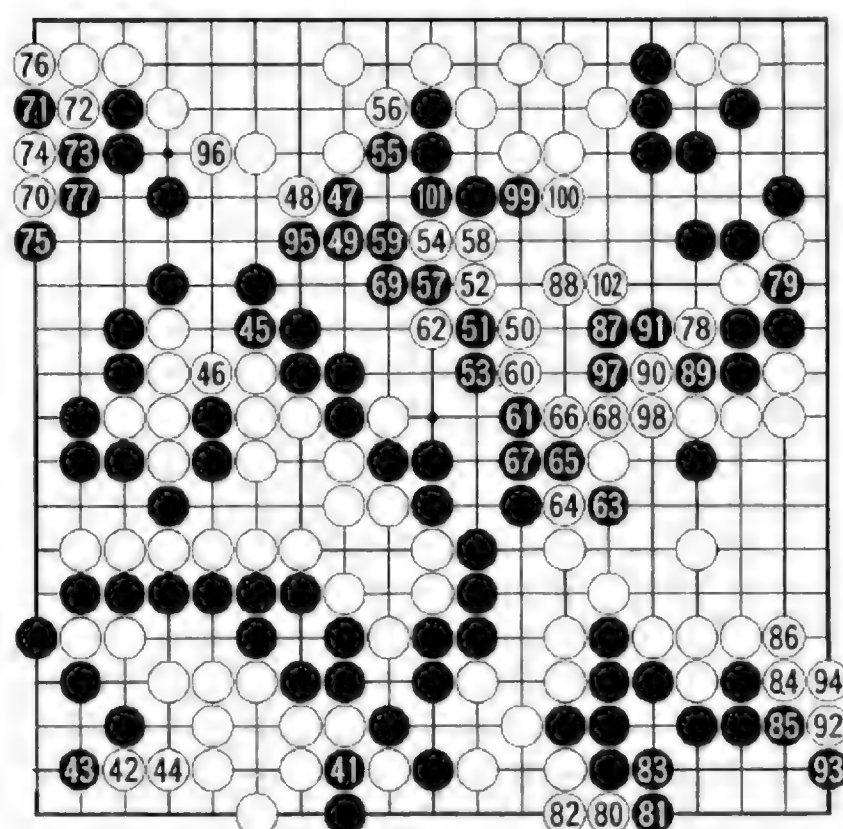


Figure 4 (141 - 202)

Figure 4 (141 - 202)

There is nothing much left to say. The game was decided in the last figure.

Perhaps Kim In was discouraged by this game: his comeback bid failed. Cho Hun Hyun defeated him 3-0 in the best-of-five series.

Moves 203 to 256 omitted. White wins by 12 points.

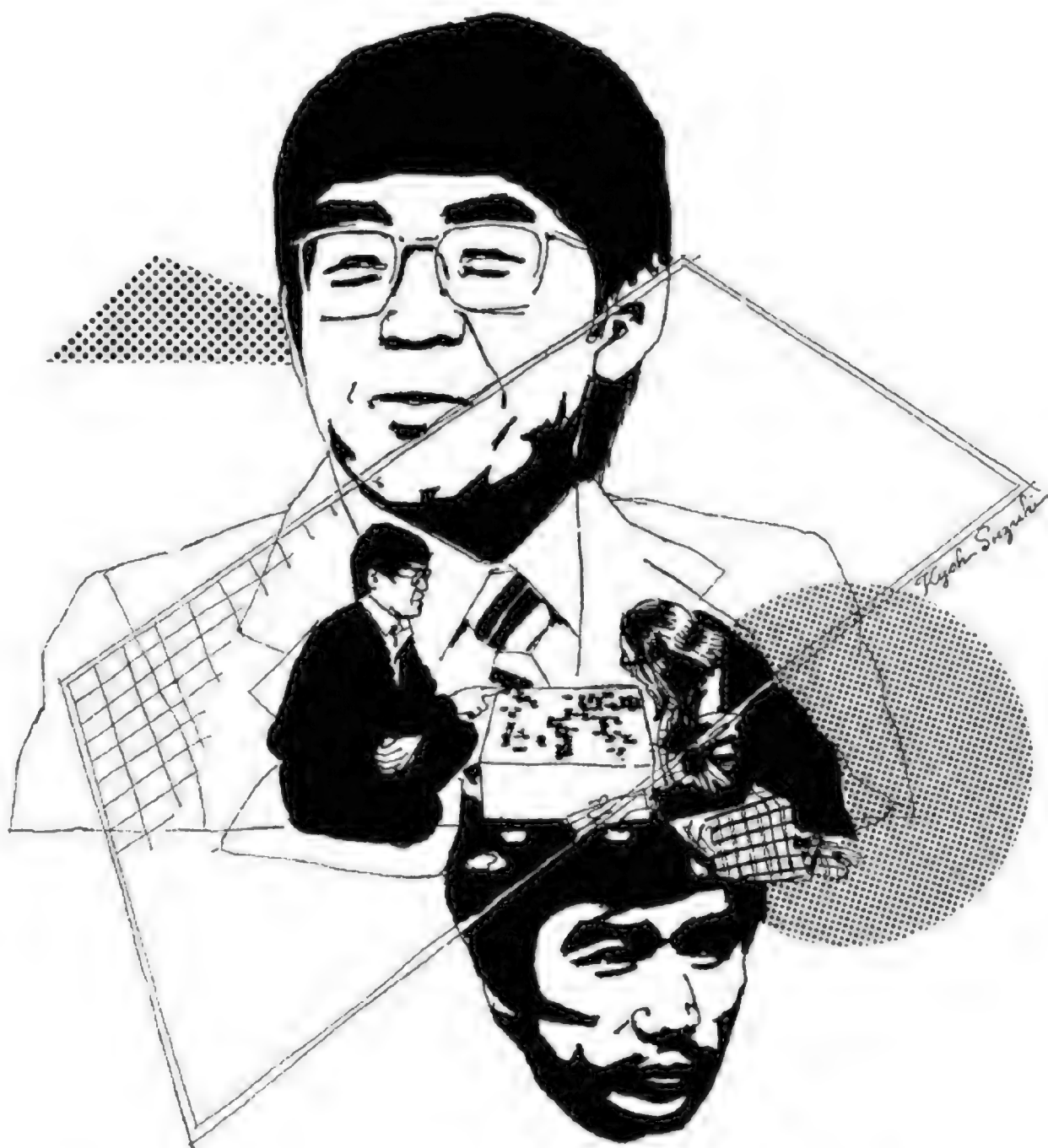
22nd Judan Title

If one had to pick one player from the contemporary go scene who so far has not really lived up to his early promise, the choice would almost certainly be Kobayashi Koichi. In talent, Kobayashi clearly deserves a place right up in the front rank of the title-holders; in love of go and dedication to the game he is second to none. When I was working on *Invincible*, I remember discussing Shusaku with him and being astonished by his casual comment that he had played through the complete games of Shusaku ten times. Being Kobayashi, he wasn't exaggerating for effect, which means, since he became an insei in 1965, that he had gone through the 400-plus games of Shusaku's oeuvre once every 18 months or so. He also referred to a rare, out-of-print book of life-and-death problems for professionals, by Segoe, which he said he had gone through 20 times. He admitted that there were some problems he still had trouble with even after having solved them 19 times previously — and Kobayashi is recognized as one of the sharpest problem-solvers around.

This dedication to the game shows in his play and in his theoretical contributions. Kobayashi has invented a popular fuseki pattern — for an illustration, see GW27, page 25 (it does not appear in the Judan series, unfortunately) — and he has also done a lot of joseki research, in particular, on new variations of the large avalanche, far and away the most complex of modern josekis. As the husband of Kitani's daughter, Reiko 6-dan, Kobayashi is also in a sense the heir to Kitani and although he is not in a position to take in live-in disciples (if you exclude his children!), he takes a keen interest in young players and holds regular study sessions at his home.

With all this talent and dedication, it's hard to understand why he has won only one major title to date (he doesn't count the string of minor titles he has picked up), the 2nd Tengen in 1976 (for that matter, he doesn't count the Tengen title either: he's after bigger game). His best chance of glory was in the 1982 Honinbo title match, when he had Cho on the ropes 2–1, but as it turned out, he couldn't win another game. So far there has been some crucial element lacking, though what it is is impossible for an amateur to say. Perhaps it's that extra but decisive bit of mental stamina or toughness possessed by players like Rin and Cho. Perhaps it's simply luck, though as the shogi professional Yonenaga 9-dan says, 'good luck or bad luck is just a component of your fighting strength.'

Perhaps what Yonenaga means is that a strong player creates his own luck. If so, this year's Judan title may represent a turning point in



Kobayashi Koichi, the playoff with Sakata to decide the challenger, the defending champion Kato.

Kobayashi's career. After a disastrous start of two straight losses, Kobayashi reached within himself and found that extra something, whatever it is, and turned the match around. One hopes that his dramatic upset will serve as a springboard to launch his real career as a go player.

John Power

Game One

White: Kobayashi Koichi 9-dan

Black: Kato Masao, Judan & Oza

Komi: 5½; time: 6 hours each

Played on 29 February 1984.

Commentary by Otake Hideo.

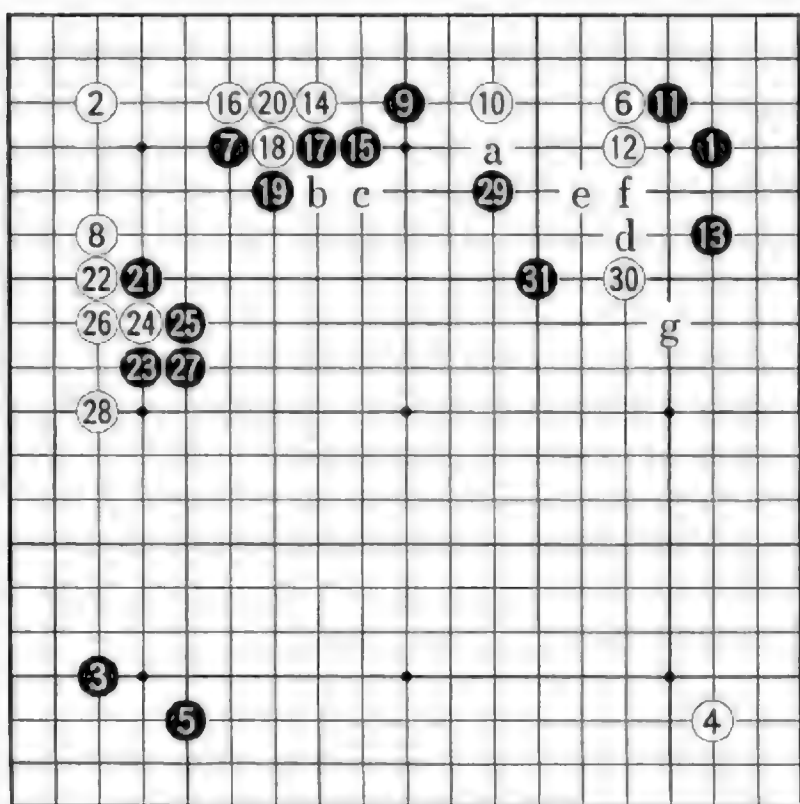


Figure 1 (1 - 31)

Figure 1 (1 - 31). Kato's new game plan

The game started somewhat unusually with White answering diagonal 3-4 points with diagonal 3-3 points.

Black 7 and 9 initiate a new game plan that Kato has recently devised and in fact he had just tried it out in the Gosei tournament against Iwata 9-dan. The moves to Black 13 are one variation on the theme.

Against Iwata, Kato attached at 'a' with Black 15, but after this game he said, 'I never play the same way twice.'

White could pick a fight right away with 16 at 17, Black 'b', White 'c', but perhaps Kobayashi wanted the match to start off at a leisurely pace.

I agree completely with Black 21 to 29.

Jumping to 'd' with White 30 would be more solid, but it is easy to see that Black will move out in good form with 'e', White 'f', Black 'g'.

Black 31 is a vital point here.

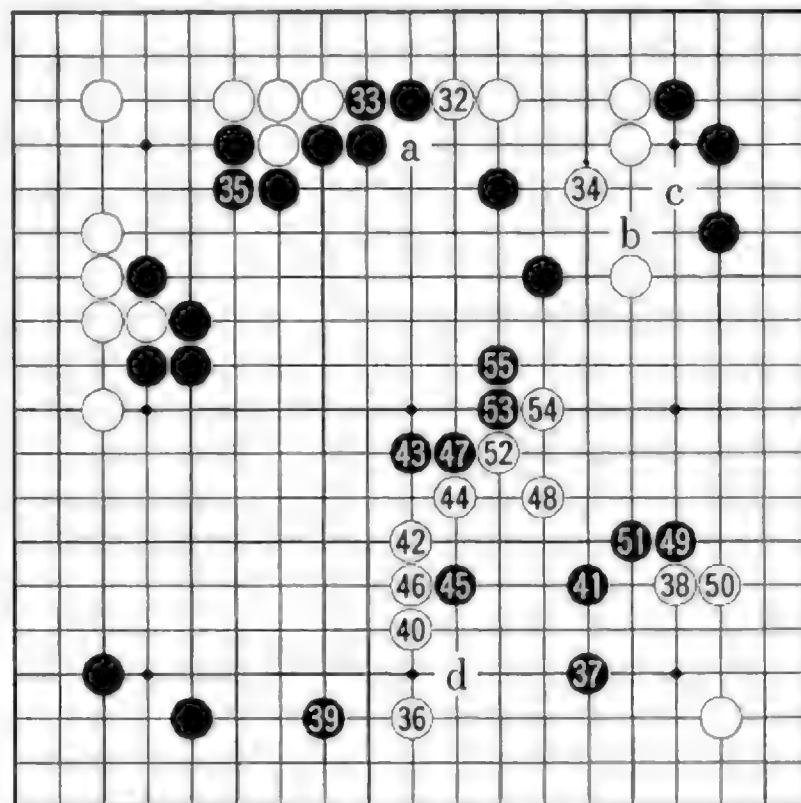
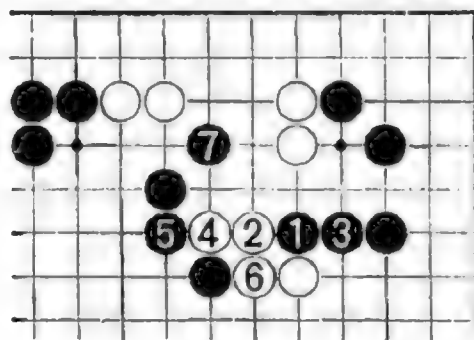
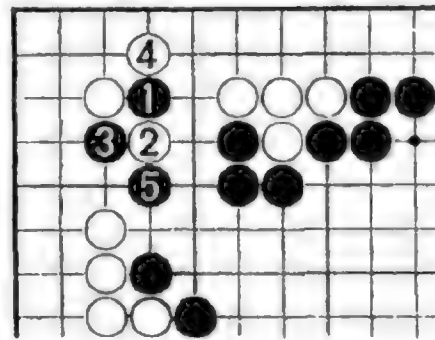


Figure 2 (32 - 55)



Dia. 1



Dia. 2

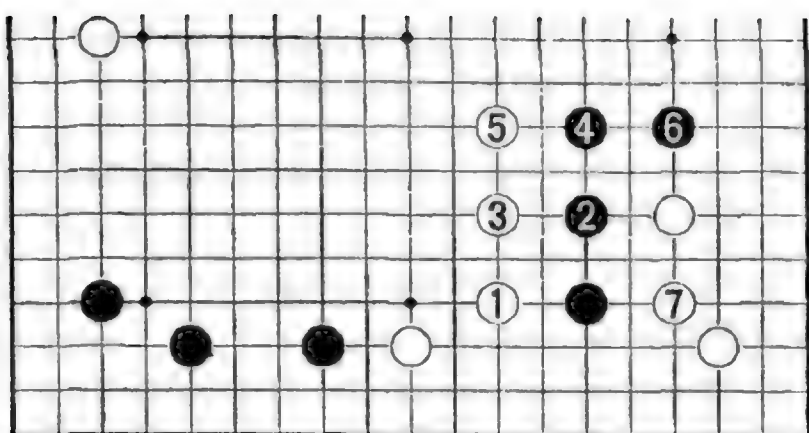
Figure 2 (32 - 55). Unlike Kobayashi

White reinforces at 32 while testing Black's response.

Black 33 was played after much thought. It is difficult to choose between 33 and 'a'; neither makes good shape, so probably Black considered using this move to attach at 'b' instead.

White 34 is the kind of move that wouldn't occur to an amateur, I imagine. It strengthens the two-space extension while taking aim at Black's thinness in the center. Without 34, Black 1 and 3 in Dia. 1 will put him on the spot. Even if White tries to stay connected with 4 and 6, he has no answer to the kosumi of Black 7. Of course, White could take sente by peeping at 'c' with 34, but since that erases so much aji in the corner, I doubt that any pro would play that way.

Connecting at Black 35 is big. To all appearances the biggest point is on the lower side, but if White gets to capture a stone by playing 35, his upper left corner territory would suddenly be-



Dia. 3

come big. On the other hand, Black can now look forward to the attachment and cut of 1 and 3 in Dia. 2; the difference in points is tremendous.

White 36 is a questionable move. I would guess that Kobayashi was so happy at getting to take that last big fuseki point on the lower side that he did not fully consider just what would be the best extension.

This is clear from the course of the game. Black 43 is a splendid move, full of power. Up to 55, Black builds territory in the center while taking advantage of circumstances to effortlessly get his lower right group out of trouble. Kobayashi could hardly have been expecting this. Rather, he must have originally thought that he could use an attack on the lower right black group to make inroads naturally into Black's large expanse of center territory.

It must be concluded that the more restrained 'd' was in order for White 36 or else that White should have used 40 to pressure Black with 1 in Dia. 3, resulting in the sequence to White 7. Generally speaking, Dia. 3 is in keeping with the way Kobayashi likes to play.

Figure 3 (56 – 87). *Favorable for whom?*

White was probably pinning his hopes on the attack he could develop after peeping at 56. But after Black blocks at 61, it is clear that there is not much of an attack to be had. The straightforward continuation would be a kosumi at White 65, but Black makes a knight's move to 'a', giving him no follow-up play.

Unavoidably, White fixes the shape here with 62 and 64, but by defending at 65 Black's group is practically settled.

White 68 and 70 are inexplicable. He secures his own group, it's true, but Black is also relieved of the potentials for unpleasantness that existed. This is the way one plays if the outlook is good. Since the situation is just the reverse, shouldn't

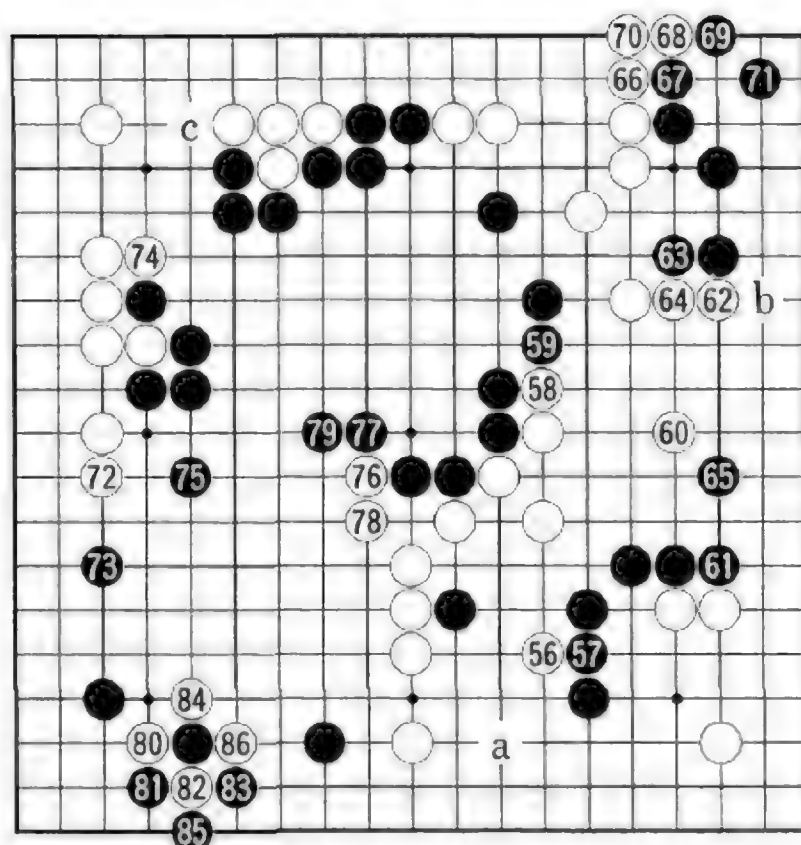
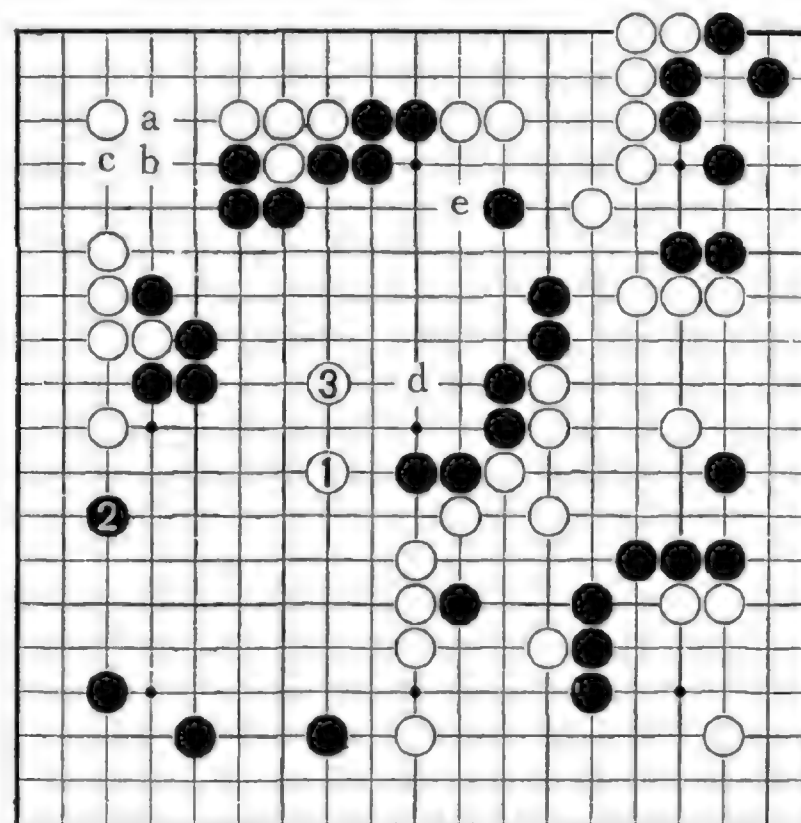


Figure 3 (56 – 87)
87: connects (at 82)



Dia. 4

White hold this in reserve? By doing so, White retains the option of descending to 'b' and combining an attack on Black's lower right group with threats against the corner.

And what about White's slow and steady 72 and 74? Unless the situation is already favorable, he cannot hope to gain an advantage this way. The usual idea is to jump in with White 72 to 1 in Dia. 4. Then Black will advance to 2, taking aim at the previously mentioned 'a', White 'b', Black 'c'. Of course, White is aware of the danger here, but what if he goes on his merry way with 3? Charging in here gives White the chance to try for a counterattack, and he might be able to exploit Black's thinness with a play at 'd' or maybe some-

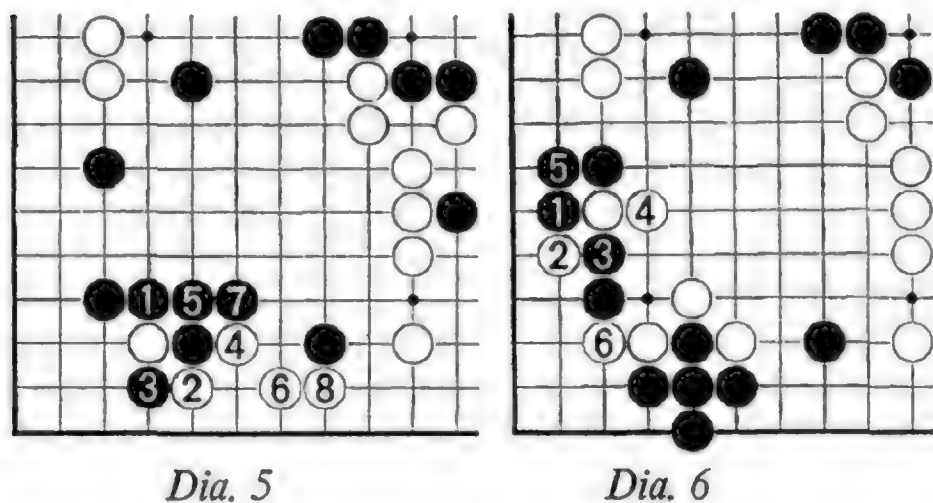
where around 'e'; there are many possibilities for an upset.

Speaking of the hane and connection of White 68 and 70 and then the defensive 72, I cannot help thinking that Kobayashi must have believed that the outlook at this point was not that bad.

With White 76 through Black 79, the center territory falls into Black's lap without his having to play deliberately there to get it. Black's play is nicely in accordance with go theory.

White tries to start something with the attachment at 80, but by rights it is incumbent upon him to defend the upper left corner at 'c'. That is because even with the addition of White 74, there is a big defect left.

One can expect the sequence from Black 81 to the connection at 87. Should he block from above, with 81 at 1 in Dia. 5, White can make a bit of a profit with 2 to 8.



Dia. 5

Dia. 6

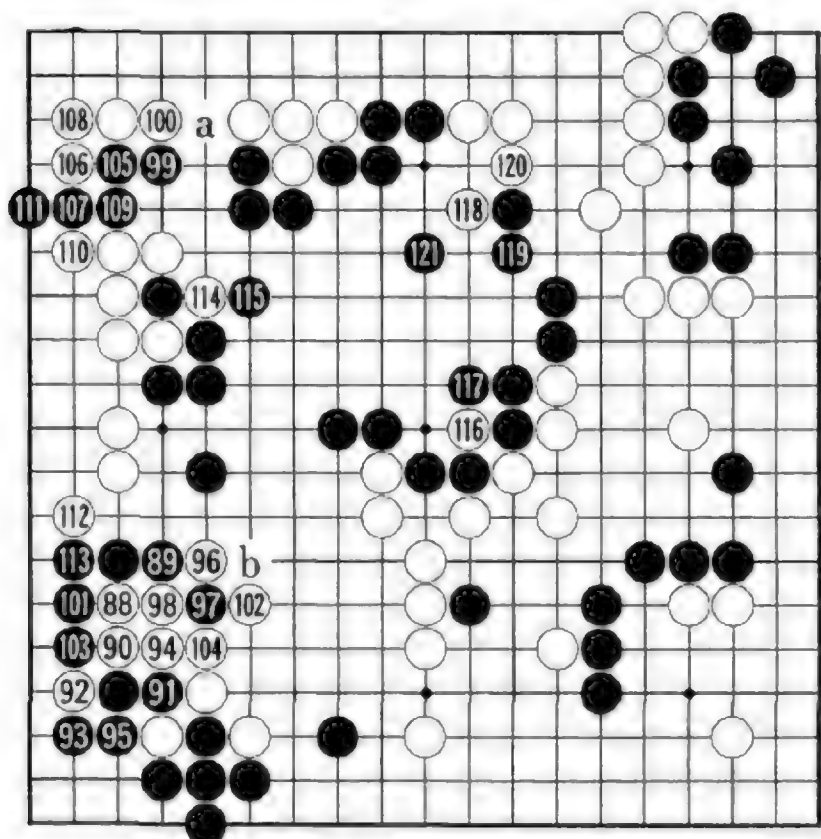
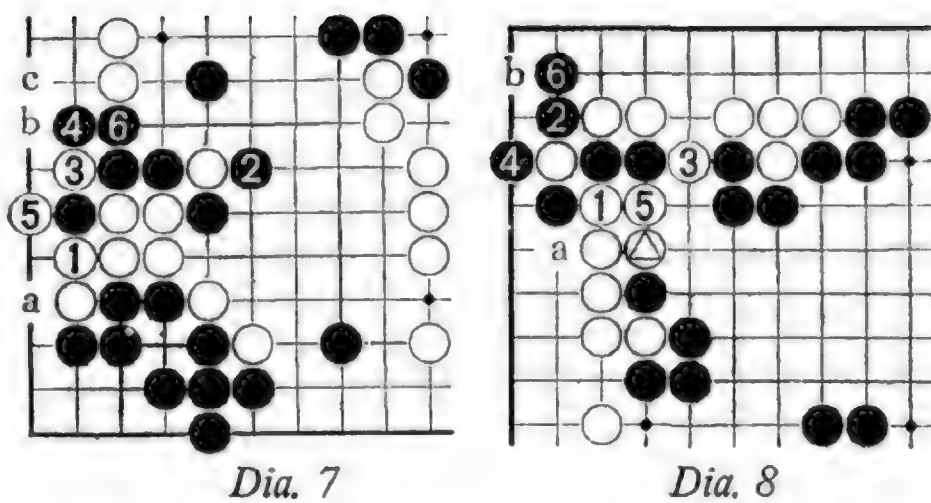


Figure 4 (88 - 121)

Figure 4 (88 - 121). *Black adopts a prudent policy.*

It is still best for White to protect the upper left corner with 88 at 'a', but since he has al-



Dia. 7

Dia. 8

ready played the moves from White 80 to 86 in the last figure, that momentum induced him to attach at 88. Another reason is that in the local situation White 88 is a finesse directly related to the previous play.

The nobi of Black 89 is a calm response. To demonstrate just one way he can go wrong, we give Dia. 6, where the finesse of White 88 proves its effectiveness.

White practically has to answer Black 99 at 100.

Black 101. Black can catch one stone in a ladder with 'b', but White would then hane at 113 and connect underneath. Of course, it is unlikely even in that case that Black would be badly off.

If White connects with 102 at 1 in Dia. 7, Black captures at 2. This time if White cuts at 3 he cannot connect his groups, so he must answer Black 4 by capturing at 5. Black now has the possibility open to him of forcing White to play at 'a' to live and can follow that with a forcing move at 'b' or 'c'. All of which is very trying to White.

Consequently, Black's hane at 101 leads to a reasonable result with White playing 104, but by so doing, Black adopts the prudent policy of exposing no weakness that may be exploited.

Black takes sente to block at 105. All according to plan, this wraps the game up.

White has no choice but to give way with 106 and 108 and let Black break in. You might be wondering if White can try to capture Black with 108 at 1 in Dia. 8. Just from the standpoint of shape White would be reluctant to cut at 1 since it makes the marked stone which was previously played look stupid. However, even as a hypothetical question White cannot capture with 5 as Black will descend to 6. White can take two stones, but Black retakes and if next White 'a', Black lives with 'b'.

It cannot be stressed too much how big it is for Black to break in and separate White with 111.

Thus we have the reason why White should have protected at 'a' with 88, but even if he had done so Black would have had an unshakeable lead.

After 114 White should have connected in sente at 'a' with 116.

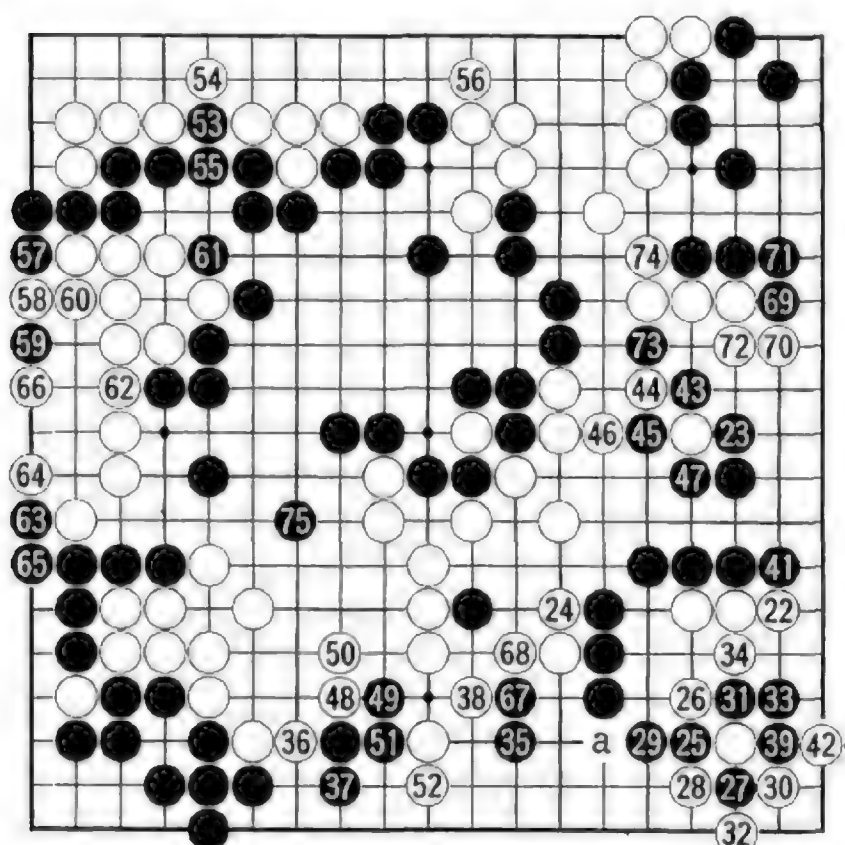
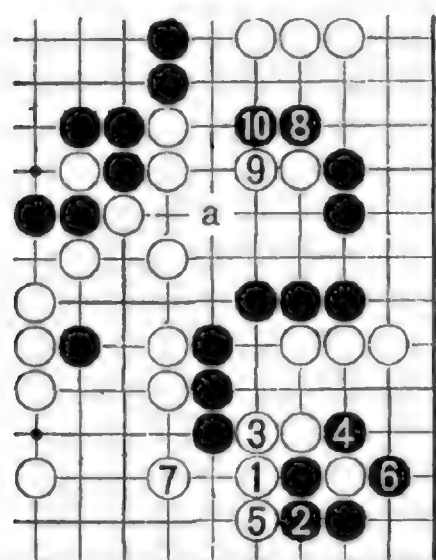


Figure 5 (122 - 175)
40: connects



Dia. 9

Figure 5 (122 - 175). Over a ten-point difference

I think descending at White 22 increased his losing margin. With this move it would have been better to jump to 29, and after Black 'a', then White 22. Also, comparatively speaking, the simple 22 would be better played as the block at 23.

Black is grateful to push up with 23. White cannot hane at the head of these two stones and considering that therefore Black is conceded the hane at 43, he has thick shape.

Black 25 and 27 are strong moves.

Even if White blocks on the outside with 28 at 1 in Dia. 9, aiming at Black's large group, he will hardly even inconvenience Black. After Black 6, White must connect underneath with 7, but he is stuck for an answer to Black's hane at 8. If for

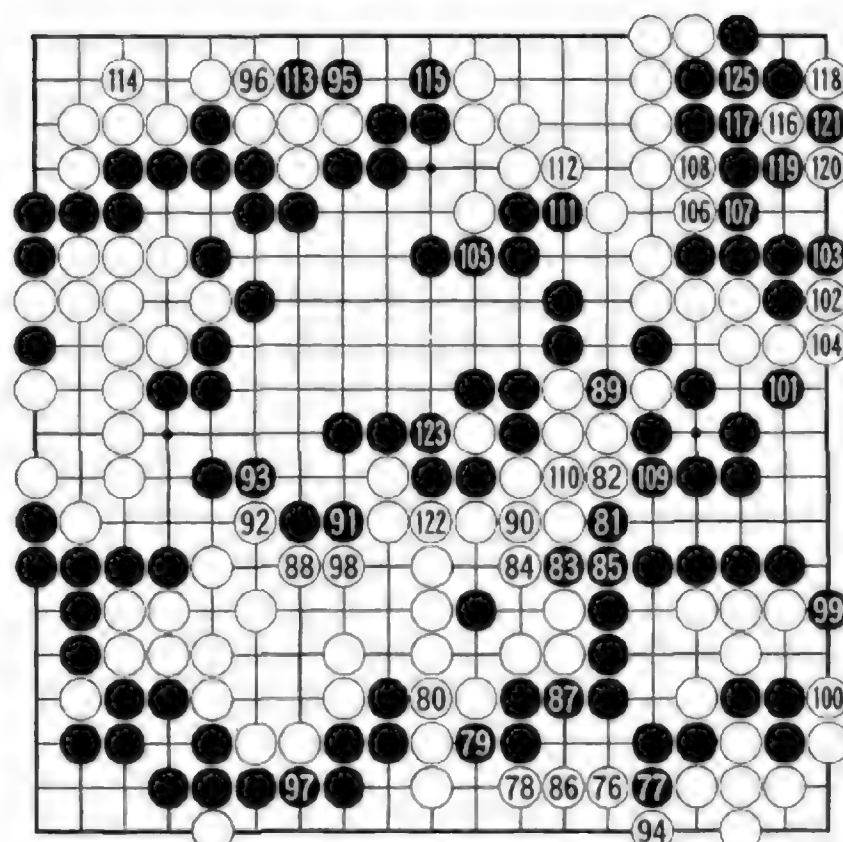


Figure 6 (176 - 225)
124: ko (at 116)

instance White continues with 9, Black 10 sets up the peep at 'a'.

Black brings the point home with 43. There is a difference of over ten points on the board.

Figure 6 (176 - 225).

Both players have a similar style, throwing all their strength into the middle-game fighting. However, it was at that critical point that Kato was able to bring all his power to the fore while Kobayashi could muster very little. He was but a shadow of himself here, but perhaps he was stricken with first match jitters.

White resigns after Black 225.

('Kido', April 1984. Translated by Bob Terry.)



Kato makes a good start.

Game Two

White: Kato Masao

Black: Kobayashi Koichi

Played on 15 March 1984 in Takaishi City (south of Osaka). *Commentary by Ishii Kunio 9-dan.*

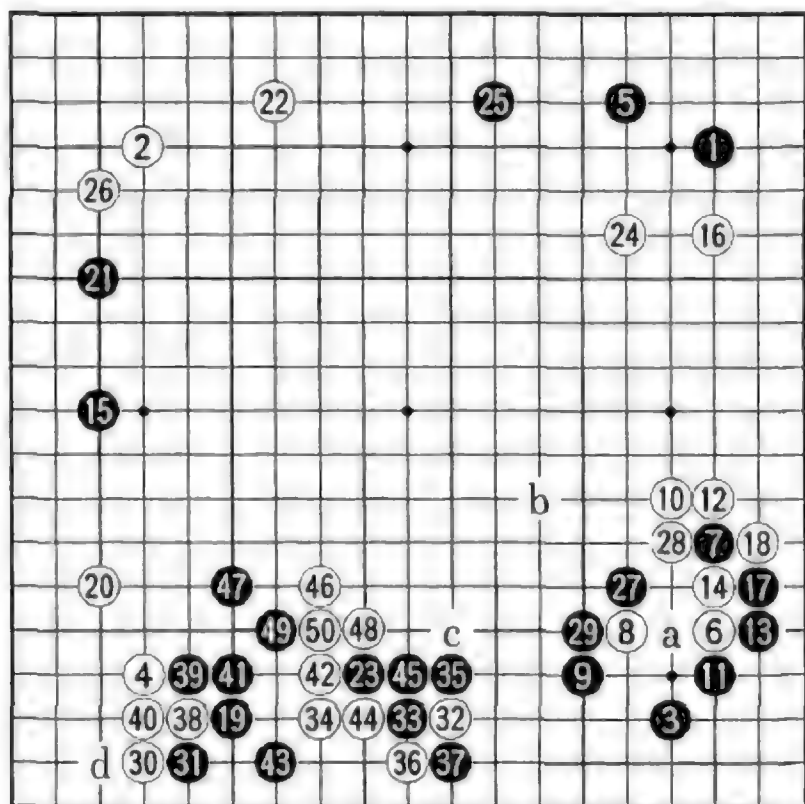


Figure 1 (1 - 50)

Figure 1 (1 - 50)

Black 1-5. One of Kobayashi's favourite fuseki patterns recently.

White 12 is one of Kato's favourite josekis. He played it in the 5th game of the 8th Tengen (for a discussion of the joseki, see GW31, page 18) and also in the 4th game of this series. Many professionals feel that permitting the hane at 13 is slack, but Kato seems to have ample confidence in this pattern.

White 16 is natural: the right side is White's most important area.

Black 27 is one of Black's main post-joseki aims in this pattern. White must not try to resist with 28 at 29 as Black strikes at 'a' or pulls his stone out with 28.

White 30 not only defends the corner but also sets up the invasion at 32. Incidentally, Kato commented that 'b' would be a good point either for White with 30 or for Black with 31.

White 32. 'If you don't venture into the tiger's lair, you can't catch the tiger cub.'

Black 33. Black could go for territory with Black 44; if White 'c', he could then attach at 'd'. The game becomes complicated when White invades at 34. Black 35 seems to be the best answer (blocking on top at Black 42 is possible but very

difficult). A running fight now develops, with both Black and White moving out into the centre. Since White pulls out his invading group, the result is favourable for him.

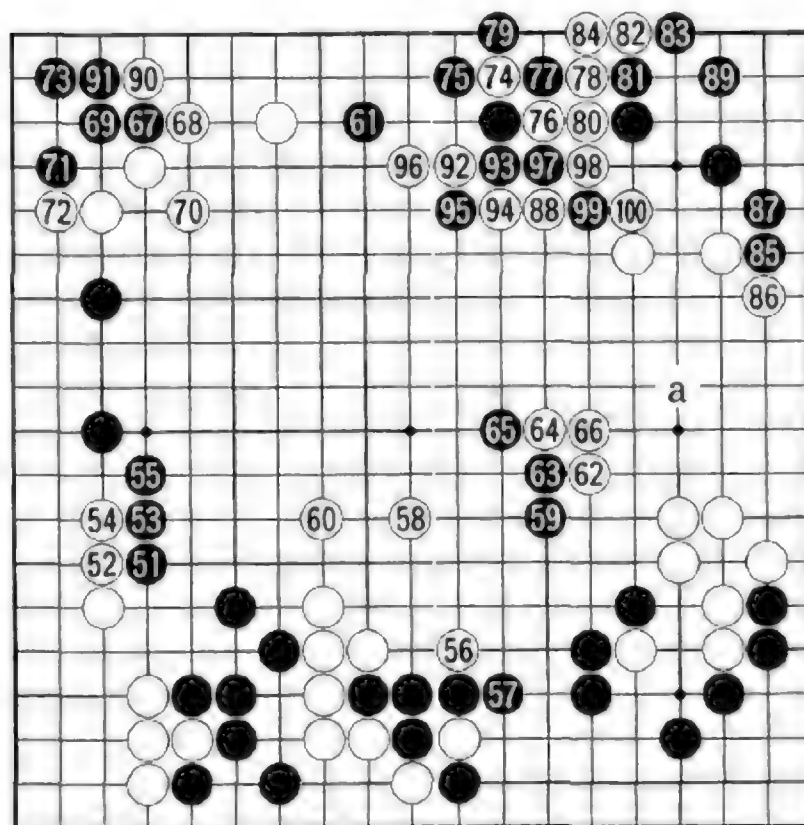
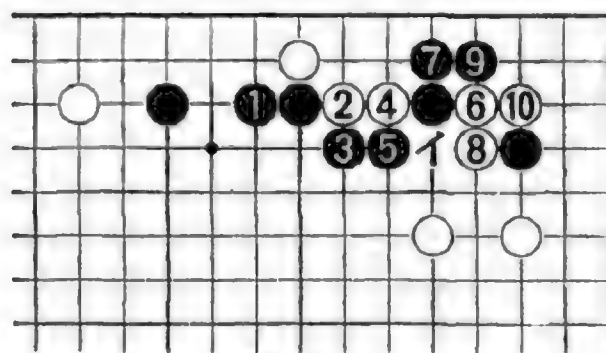
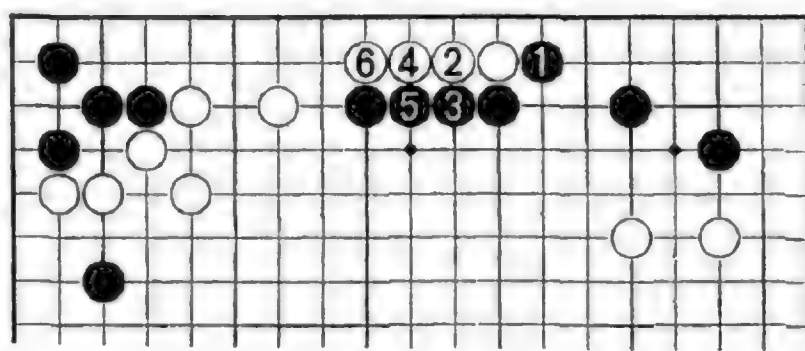


Figure 2 (51 - 100)



Dia. 1



Dia. 2

Figure 2 (51 - 100)

Black 61 permits White 62, but Black is aiming at 67. Kato expected Kobayashi to invade at 'a' with 61.

White 74. Tit for tat for 67. This move works however Black answers. If Black 1 in Dia. 1, for example, White plays 2 and 4, then switches to the corner with 6 etc. If Black plays 5 at 'a', White pushes through at 5, creating cutting points, then lives with the hane at 7. If instead Black plays 1 in Dia. 2, White is content to link up to the left.

White 82 adds insult to injury. Black under-

standably counterattacks with 85, but after White 88 he must come back to 89.

White 92 is an overplay: it should be at 95. White is in trouble when Black cuts with 93 and 95.

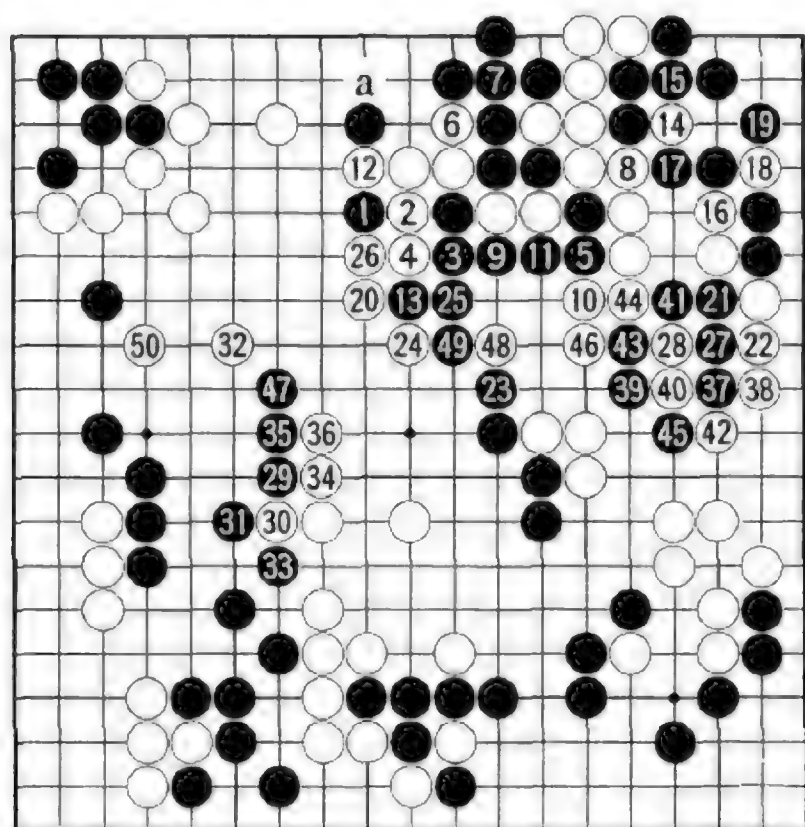


Figure 3 (101 - 150)

Figure 3 (101 - 150)

Black 1 is the clincher: White has to lose something. The continuation to 11 puts Black a little in front.

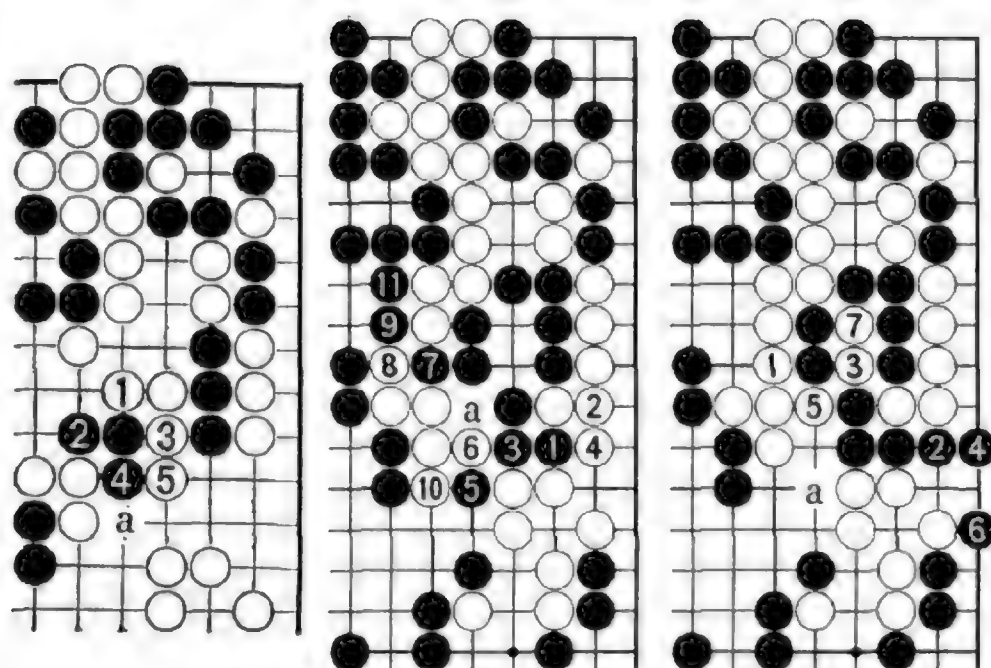
White 14-18. Makeshift moves - White really should directly defend the cutting point at 21, but he is anxious to keep sente so that he can take the key centre point of 20.

White 28. A desperation move which barely keeps the white group afloat. A hane at White 37 instead is no good: Black counters with Black 40, White 42, Black 43.

Kobayashi switched to the centre left for a few moves, then came back to 37. The climax of the game seemed to be imminent.

White 40. Normally, if that's the word, White would want to answer with 1 etc. in Dia. 3. After 5 Black could capture three stones with 'a', but instead he would switch to 'a' in the figure and have a win (by a narrow but secure margin). Hence White 40.

Black 47. Why? Kobayashi: 'I had completely read out the fight, so why I played here I can't explain.' Black 47 may be a good point in the centre, but why Kobayashi hallucinated that Kato would answer it is the mystery. All Kobayashi had to do was to play 1 and 3 in Dia. 4. White cannot



Dia. 3

Dia. 4

Dia. 5

afford to save the stones on the side with 4 because of Black 5 to 11. White cannot come in at 'a', so Black wins the semeai. Consequently, White would have to play 4 at 1 in Dia. 5. Black loses the tail end of his group, but linking up on the edge in sente more than makes up for that. Leaving the aji of Black 'a' for later, he could switch to 47 or 'a' in the figure, securing a ten-point lead on the board in the process.

Kato needed no second invitation to capture the black group that had been tormenting him. White 48 gave him the game.

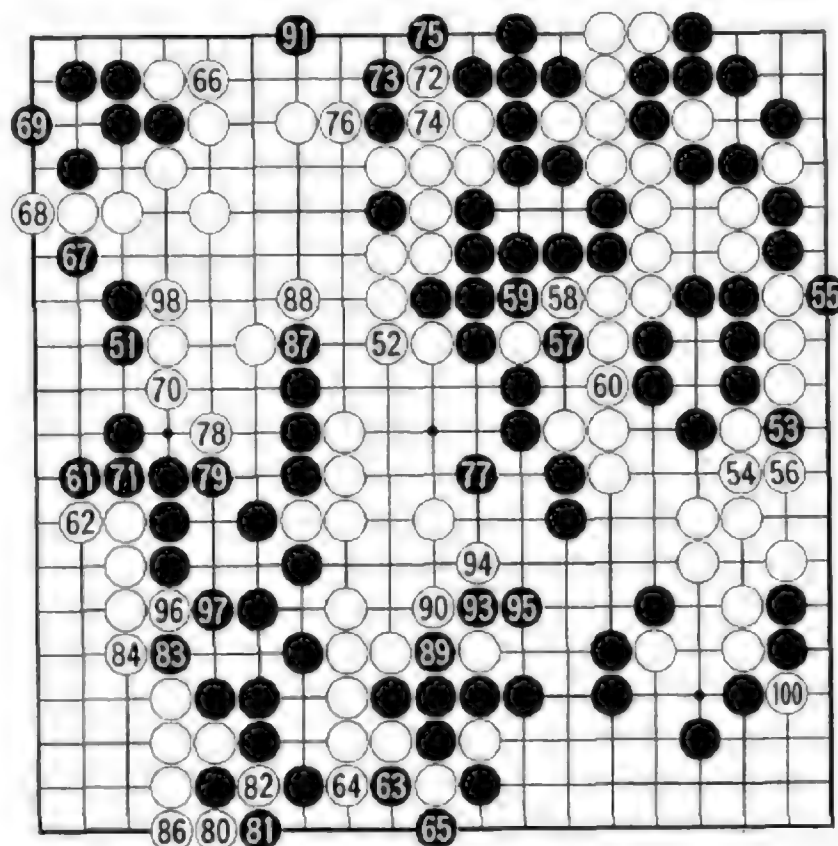


Figure 4 (151 - 200)

Ko: 85, 92, 99

Figure 4 (151 - 200), Figure 5 (201 - 269)

Kobayashi was in bad trouble: the title match had barely begun, yet he was already two games down. Black 47 in Figure 3 must be one of the worst moves of his career. Ironically, it is the

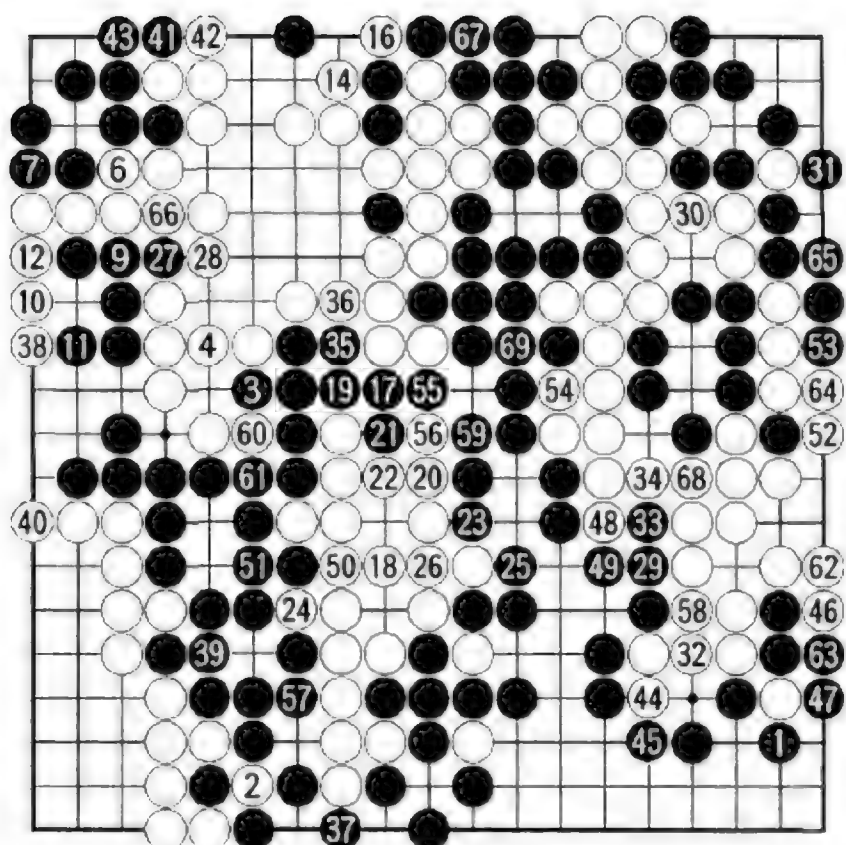


Figure 5 (201 – 269)

Ko: 3, 5, 8, 13; 15: connects (at 2)

kind of blunder only a professional would make. When an amateur gets into a fight, he puts the blinkers on and single-mindedly follows the fight through to its conclusion. Kobayashi would not have gone wrong if he had not been looking at the whole board even in the midst of the semeai. Switching to 29 in Figure 3 was possible, but 47 was fatal.

White wins by 7½ points.

(‘Kido’, May 1984. Translated by John Power.)

Game Three

White: Kobayashi Koichi

Black: Kato Masao

Played on 29 March 1984 in Hakone.

Commentary by Kobayashi Koichi.

Figure 1 (1 – 40)

White 12. An unusual move, though, unbeknownst to Kobayashi, previously played by Shimamura 9-dan. Kobayashi avoids the standard move at ‘a’ because he does not want Black to take the initiative on the side by capping at 12.

White 14 and 16 take the game into virgin territory.

Black 17. If omitted, White would be able to counter 19 with ‘b’.

Black 21. Kobayashi thought that Kato should have played a kosumi at ‘c’, as 22 was good for White. Kato’s aim with 21 was to start a fight with 23. The continuation from 24 to 37 seems more or less inevitable.



Kato Masao

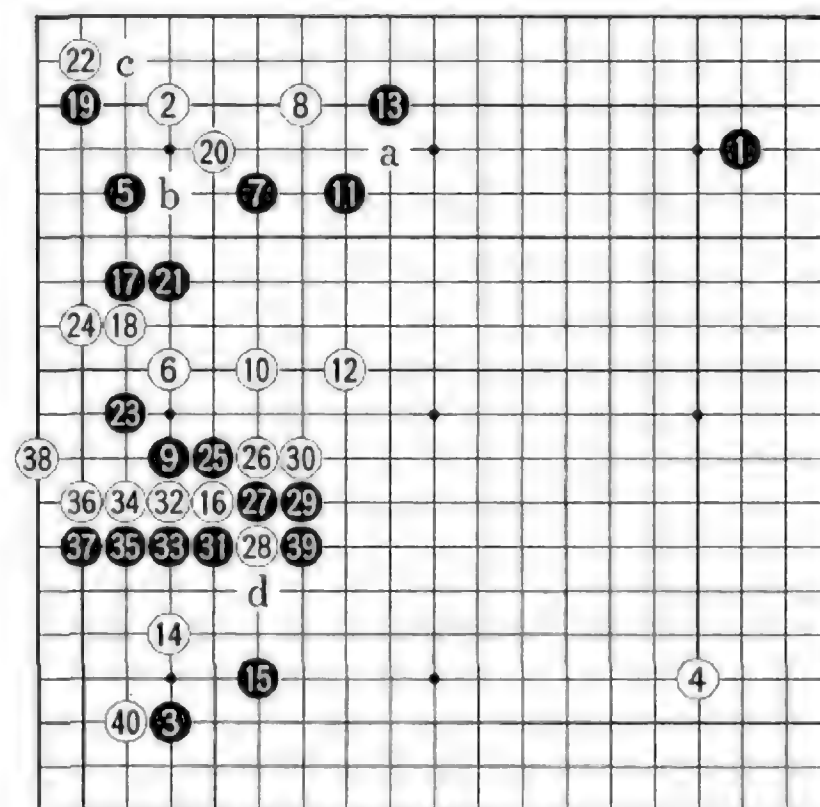


Figure 1 (1 – 40)

White 38. White would like to extend at ‘d’ or give atari at 39, but sooner or later he would have to add a stone at 38, so he would not accomplish anything. White 38 is correct, therefore, but when Black plays 39, White feels compelled to come into the corner before Black secures too large a territory.

Figure 2 (41 – 62)

Black 45. If at 47, White would be satisfied with living in the corner with White 45.

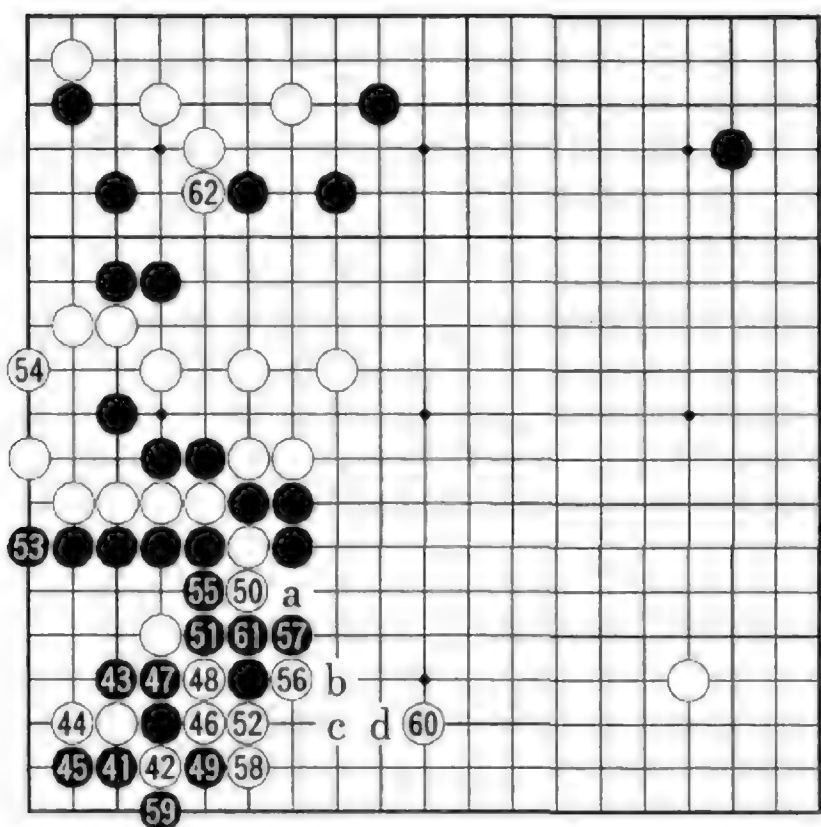
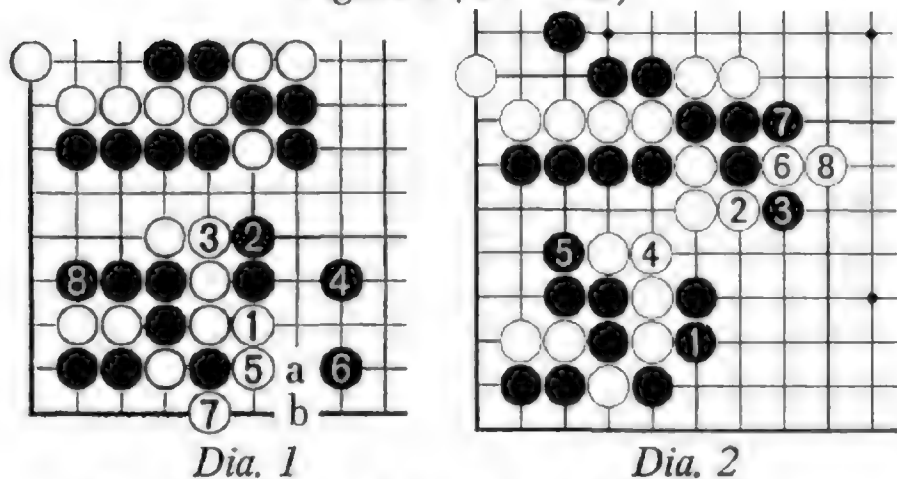


Figure 2 (41 - 62)



Dia. 1

Dia. 2

White 50. If at 1 in Dia. 1, Black has a good answer at 2. If White 3, Black might have a crack at killing the whole group (if White 'a' after 8, Black 'b').

Black 51. Kato spent 57 minutes on this move, which shows how tough the position is. If Black gives atari at 1 in Dia. 2, White counters with 2 to 8.

Black 57 is a good move. There is no point in White's capturing a stone with 60 at 61, as he would not be able to connect his three stones in answer to Black 'a' (if he did, Black 'b', White 'c', Black 'd' would be severe). White must play lightly here, as with 60. He can be satisfied with having checked the potential expansion of Black's corner position.

Black 61 is natural. Black 1 in Dia. 3 is not so effective once White has the extra stone (White 60) in place. The result in the diagram would make the 1-4 exchange bad for Black.

Up to 61 Black closes off nearly 30 points in the corner and White establishes a position at the bottom and takes sente. Both sides are happy. White now launches an attack that he has been planning for some time at the top.

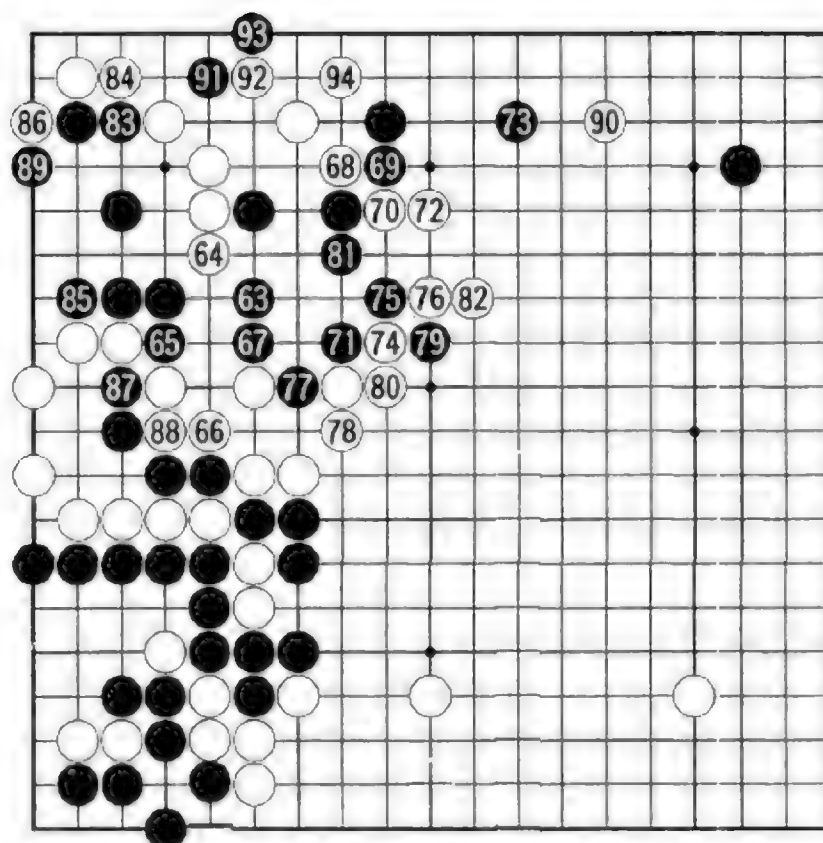
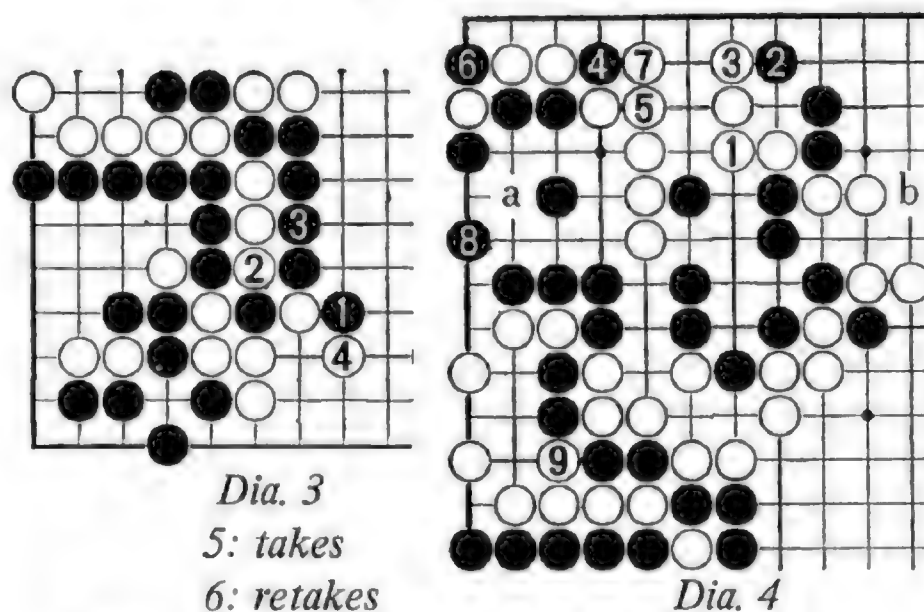


Figure 3 (63 - 94)



Dia. 3

5: takes

6: retakes

Dia. 4

Figure 3 (63 - 94)

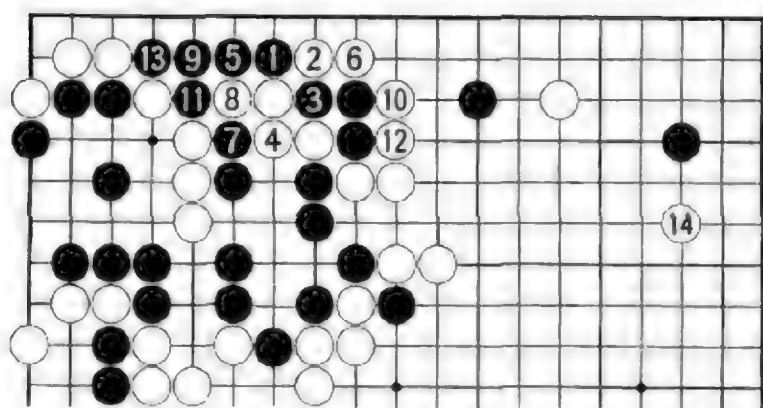
White's cut with 68 and 70 is crude but effective. Black manages to live up to 85, but the thickness White builds on the outside gives him the lead.

White 90. White should continue the attack with 1 in Dia. 4. The continuation there gives White good aji and preempts Black's attack with 91 in the figure. After 9, Black would either live with 'a' or attach at 'b'.

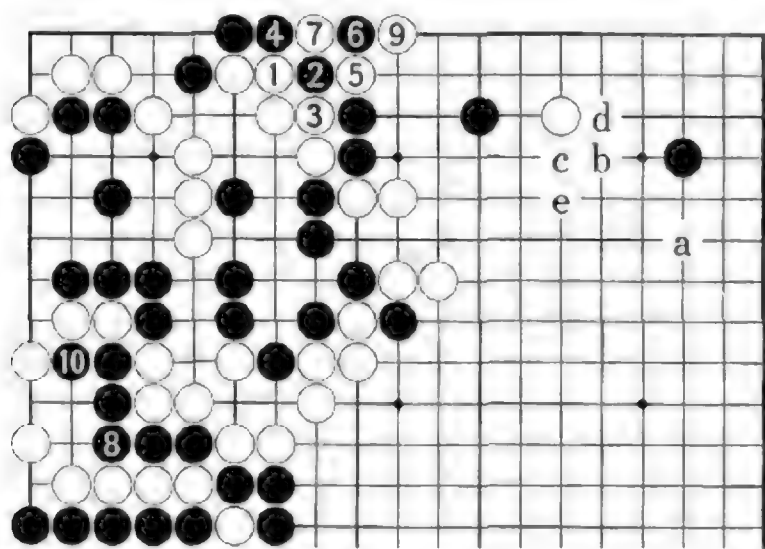
Black 91 is severe, but 93 is a blunder. Since this is the highlight of the game, we will explain it in a little detail.

First of all, the conventional idea for 91 is to attach at 1 in Dia. 5 (next page). However, White is ready with the counter of 2 and 4, leading to a trade. Kato called this result bad for Black. (If Black saves his three stones with 9 at 10, White crawls above 10, then captures two stones with White 9 for an even better result).

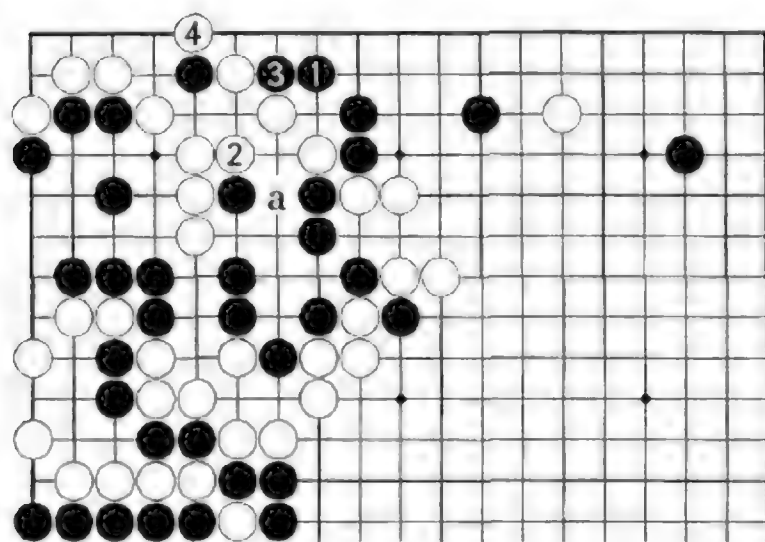
Next, Black 93. Kato thought for some reason



Dia. 5



Dia. 6



Dia. 7

that White would answer at 1 in Dia. 6, in which case a ko would have followed. Even so, Kobayashi maintained that White could have afforded to give up his left-side group in exchange for the ko. After Black 10, White continues with 'a', Black 'b', White 'c', Black 'd', White 'e'.

The correct move for 93 is 1 in Dia. 7. The moves to 4 are forced and give an even game. Note that the sente move of 'a' ensures eye-shape for Black's group.

Figure 4 (94 – 140)

Black 95 is even more startling than 93. Kato: 'I was out of my mind.' Up to 100 White not only takes pure profit by capturing the three black stones but also ends up with 90 in an ideal location. White is winning.

Black 103. If at 1 in Dia. 8, White crosscuts.

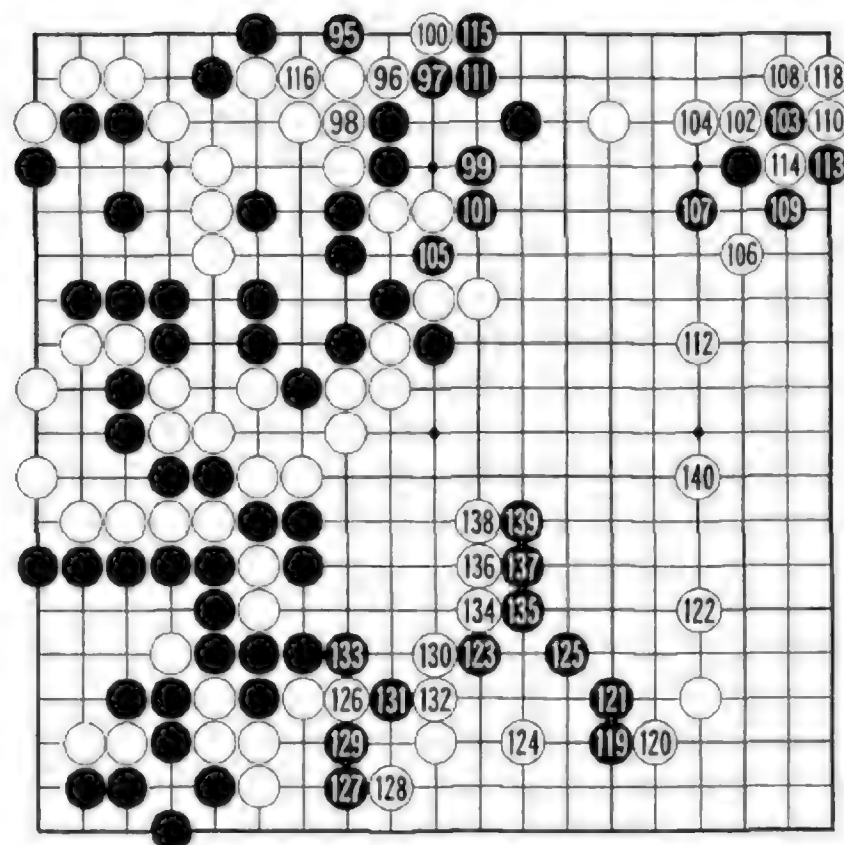
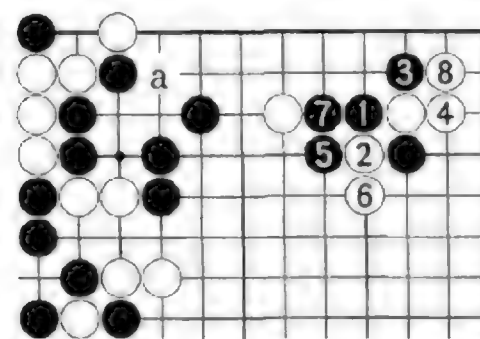


Figure 4 (94 – 140)

117: ko



Dia. 8

Since he still has the hane at 'a', he is happy to let Black go for territory at the top.

White 116. The only move: see the comment on 88 in the next figure.

Black 119. Black has no time to look after his group on the top right if he wants to make a fight of it.

Black 127 is a severe blow at the vital point, but White knew it was coming. His strategy is to give up six stones and in return to harry Black's group to the right with 34 etc. Switching to 40 maintains balance (with White ahead to begin with).

Figure 5 (141 – 200)

White 56. White decides to keep things simple by letting Black get life. White could play a ko with White 'a', Black 56, White blocks, Black 57, White 'b', Black 'c', but Black has plenty of ko threats on the left side.

Black 67 is a skilful, aji-creating move. If White plays 68 at 79, Black descends at 68 and threatens to link up with the black group below.

White 88. If Black continues as in Dia. 9, White saves himself with 3 and 5.

White 96. The moment of decision for White:

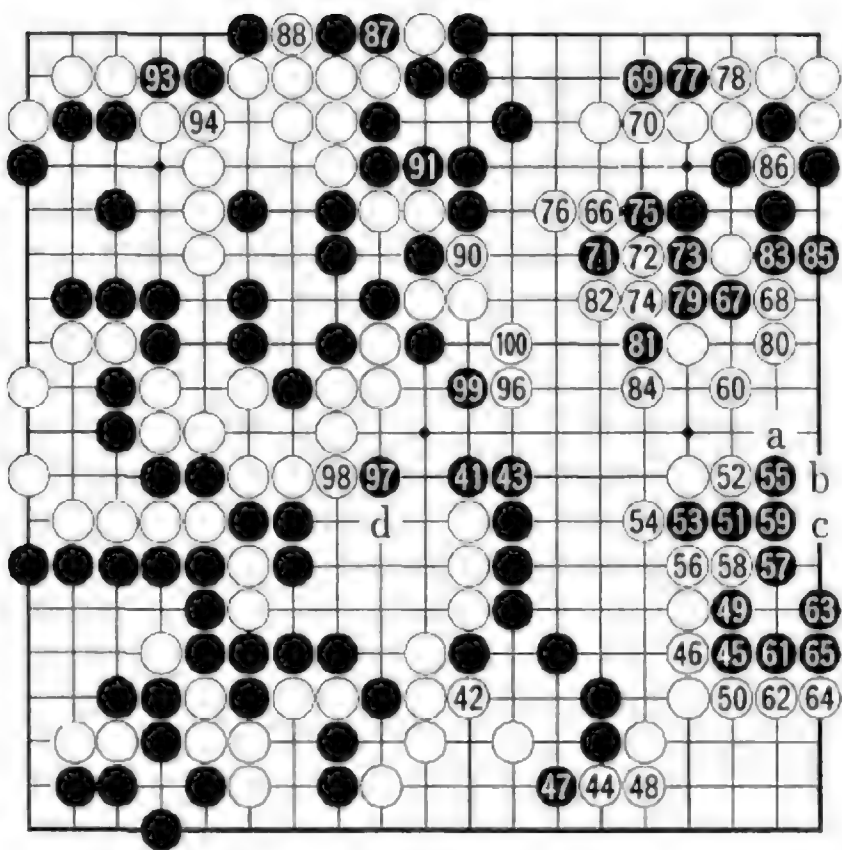
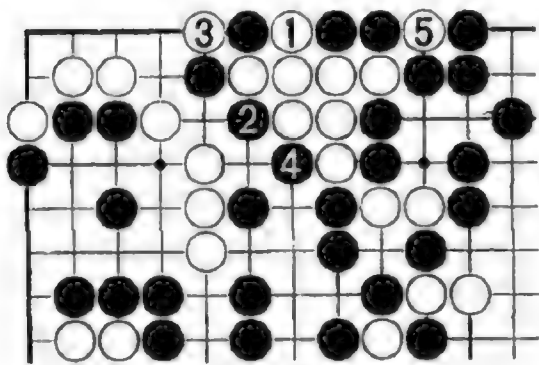


Figure 5 (141 - 200)
89, 92, 95: ko



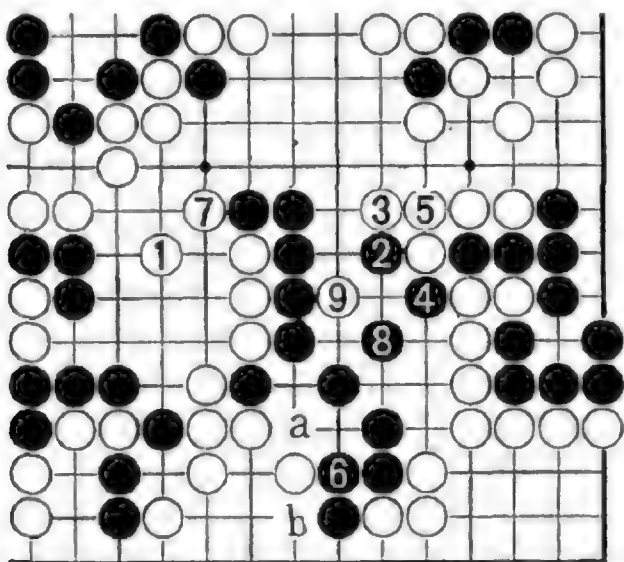
Dia. 9

should he play 96, forcing Black to connect through the centre, or should he attack at 'd' in an attempt to kill the group?

Kobayashi later confessed that he had made a miscalculation with 96 and he regretted not following Dia. 10. After the sequence to 9, a ko would follow with Black 'a', White 'b'. This way White should be able to catch either this group or the one on the top right in the figure.

Figure 6 (201 - 280)

Kobayashi overlooked Black's clever move at 3. When he played 96 in the previous figure, he



Dia. 10

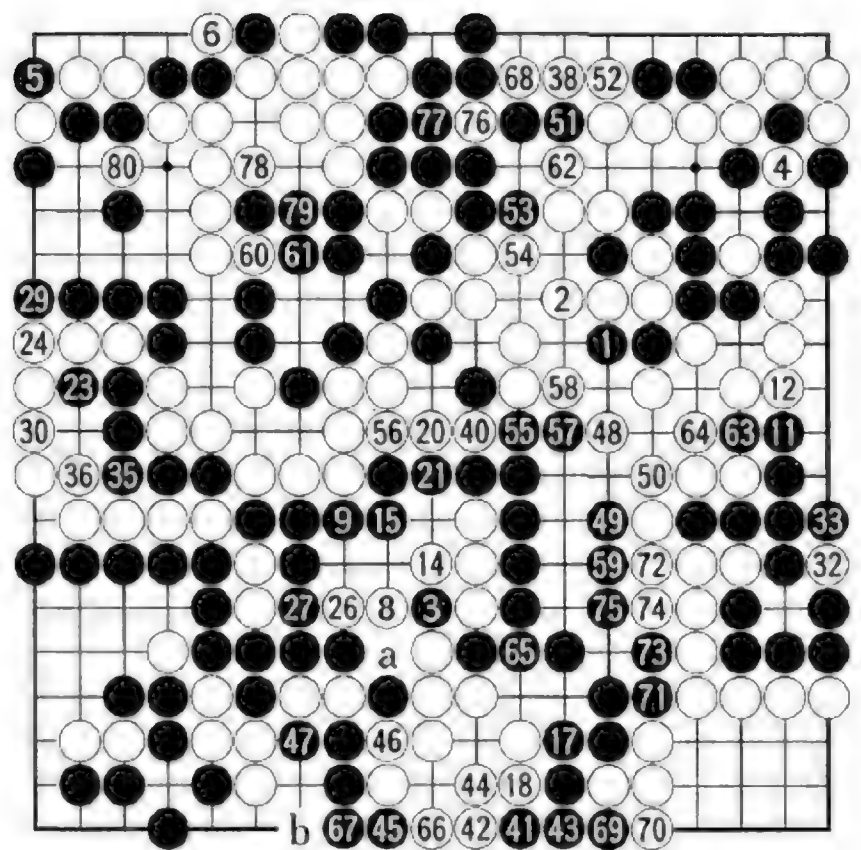
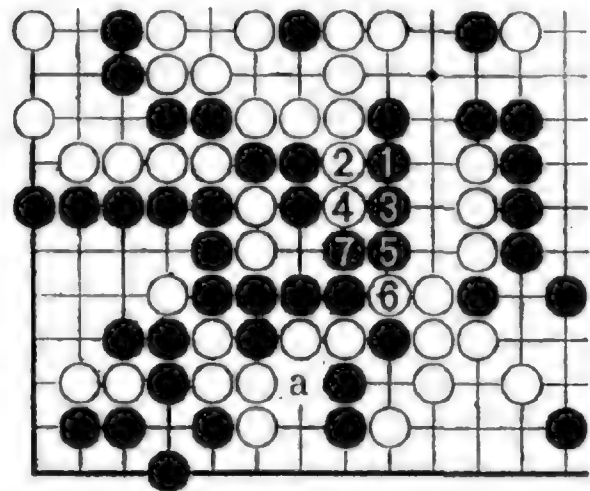


Figure 6 (201 - 280)
Ko: 7, 10, 13, 16, 19, 22, 25,
28, 31, 34, 37; 39: connects.



Dia. 11

thought that Black had to link up with 1 in Dia. 11. After 7, that would give White the option of picking up three stones and also of connecting at 'a'.

If Kobayashi had realized this, he would have followed Dia. 10. As it happened, Black was able to save all his groups while only giving White minimal compensation for losing the ko. That made it close on the board.

Black 45 is a slip: Black should descend at 67. Black overlooked the fact that if he connects at 'a' in answer to White 46, then White can play 'b'. This slip costs Black two points.

When Kato resigned, he was losing by about 4½ points. Although the game got close because of the skilful way he rescued his groups in trouble, he never really recovered from his blunder on the top left. From that point on, White controlled the flow of the game.

Black resigns after White 280.

(*'Kido'*, May 1984. Translated by John Power.)

Game Four

White: Kato Masao

Black: Kobayashi Koichi

Played on 4 April 1984 in Matsuyama City.

Commentary by Ohira Shuzo 9-dan.

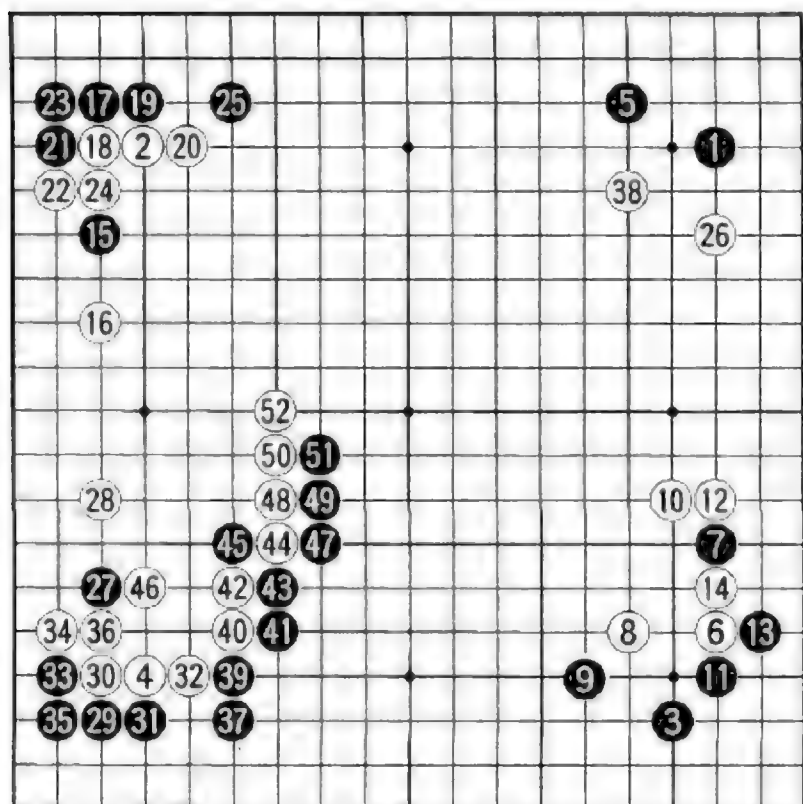


Figure 1 (1 - 52)

Figure 1 (1 - 52)

White 12. Again Kato's favourite joseki.

When White pincers at 28, we get the same pattern at the bottom and the top. White is content with building thickness and taking sente to play 38, but I would be worried about White's lack of territory. I had expected White to play 28 at 34.

White 42. Fighting spirit seems to call for White to hane at 43, but a black cut at 42 would create a lot of troublesome aji and make it difficult for White to secure his side area. The moves from 42 to 52 are all forced.

Figure 2 (53 - 100)

Kobayashi regretted Black 53, as this was his chance to force with 1 in Dia. 1. White will probably answer at 2, so later Black can reduce the side moyo with 'a'. If White 'b' instead of 2, Black 'c' becomes sente. In the game White gets 50-plus points of territory on the side.

White 54 is dubious: it might be the losing move. After Black surrounds the bottom with 55 and 57, White does not get a chance to win. In the after-game discussion, none of the subsequent variations looked at by the players was good for White. Instead of 54, he should invade at 1 in

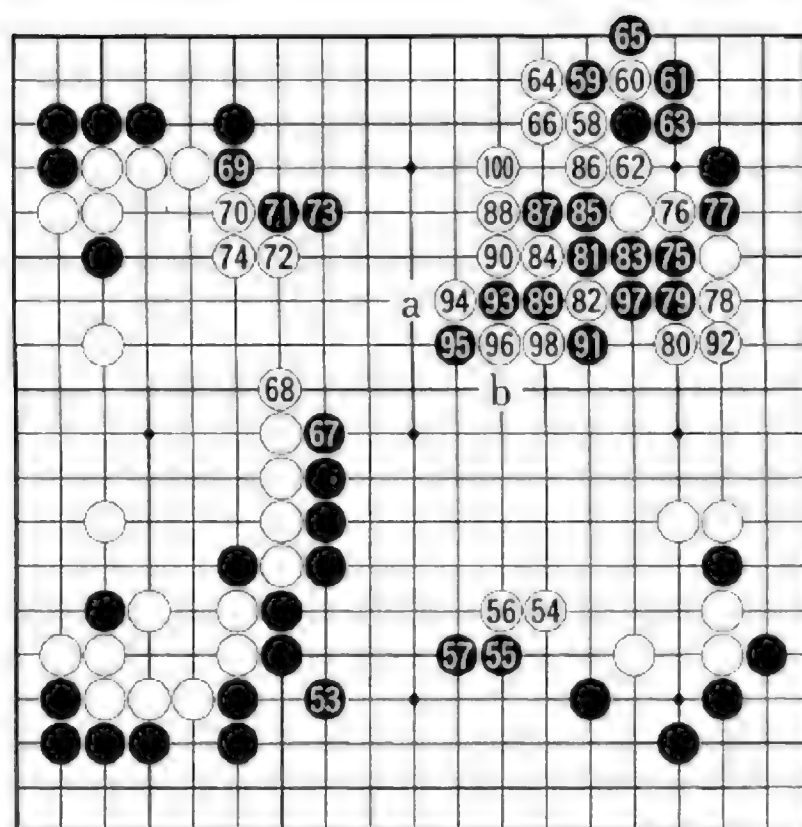
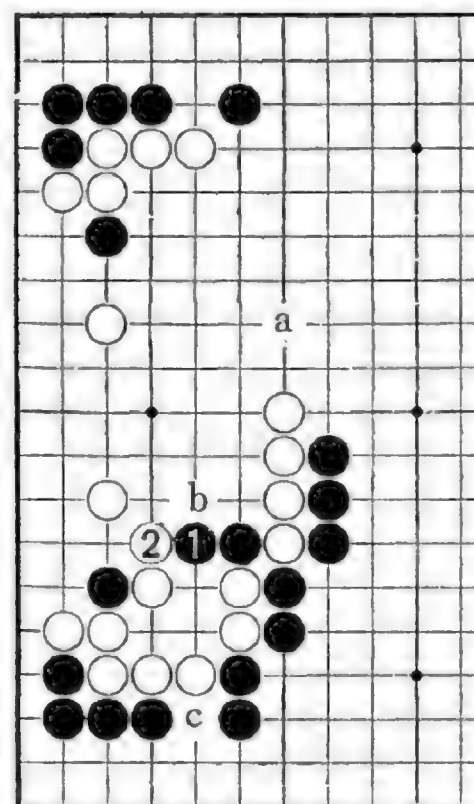
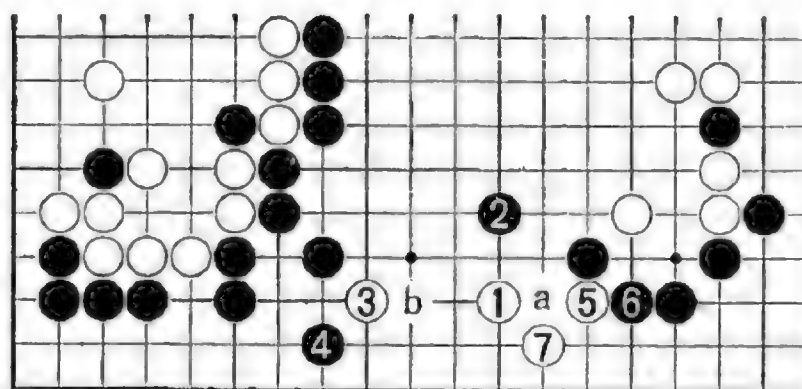


Figure 2 (53 - 100)

99: connects

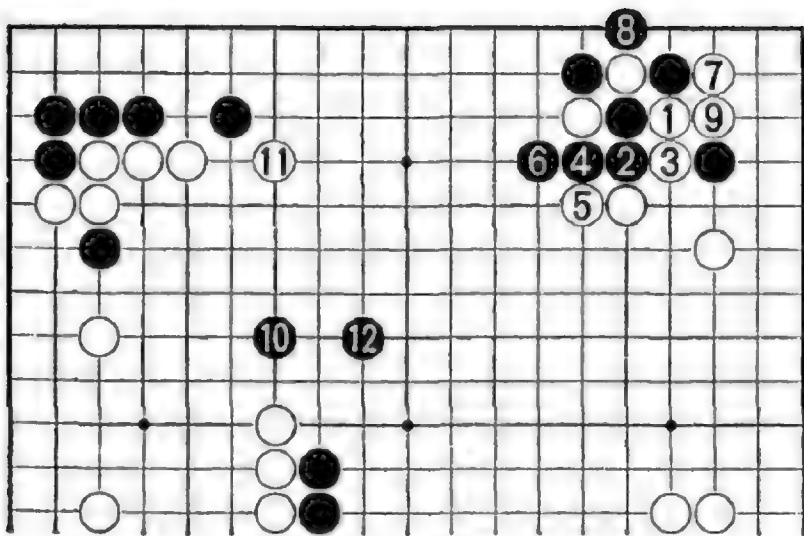


Dia. 1



Dia. 2

Dia. 2. There would be no risk of losing this stone. If Black caps at 2, White plays 3 and 5 and can put up a tough fight. If Black 2 at 'a', White plays 'b' and has good prospects. Following this diagram would not give White the lead but it would at least put him in the game. Kato spent almost no time on 54; considering what a crucial



Dia. 3

point of the game this was, it seems possible that his assessment of the territorial balance was astray.

White 62. If at 1 in Dia. 3, Black will come out with 2 etc. If Black keeps sente and switches to 10, he will maintain his lead.

Black 75 decides the issue.

White 92. White would like to push up at 93, but it works out badly when Black cuts at 92.

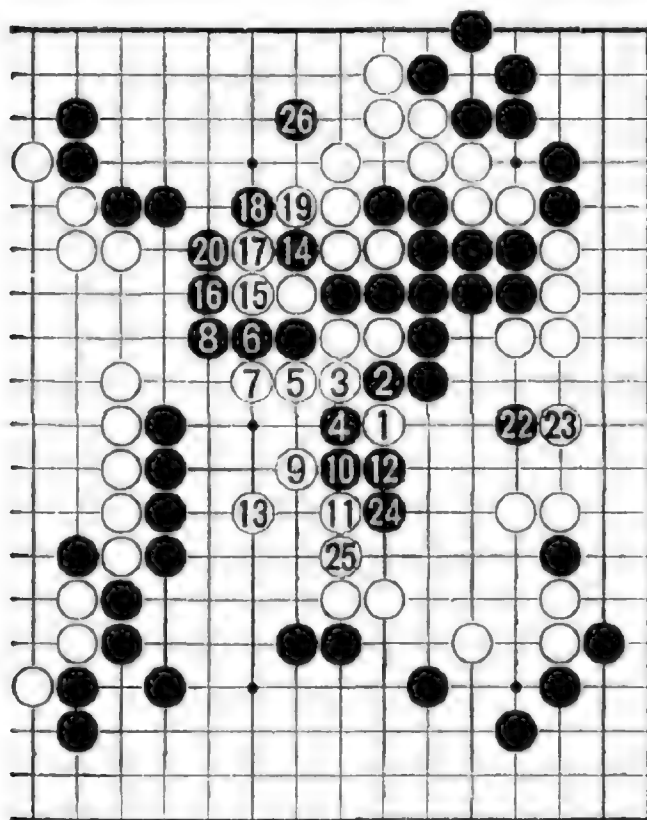
White 96 is a desperate attempt to turn the game around. If White plays 96 at 'a', Black 'b' wraps up the game. White could not have played at 96 with much confidence, however.

Figure 2 (101 – 131)

White 2 surprised me. This move, offering to give Black two stones, is not an easy one to find.

Black 5. If at 6, White blocks at 5 and at one blow upsets Black's lead. However, when Black extends at 5, White 2 ends up as a dud. For 2 –

Dia. 4. Jumping to 1 is the conventional idea.



Dia. 4

21: connects

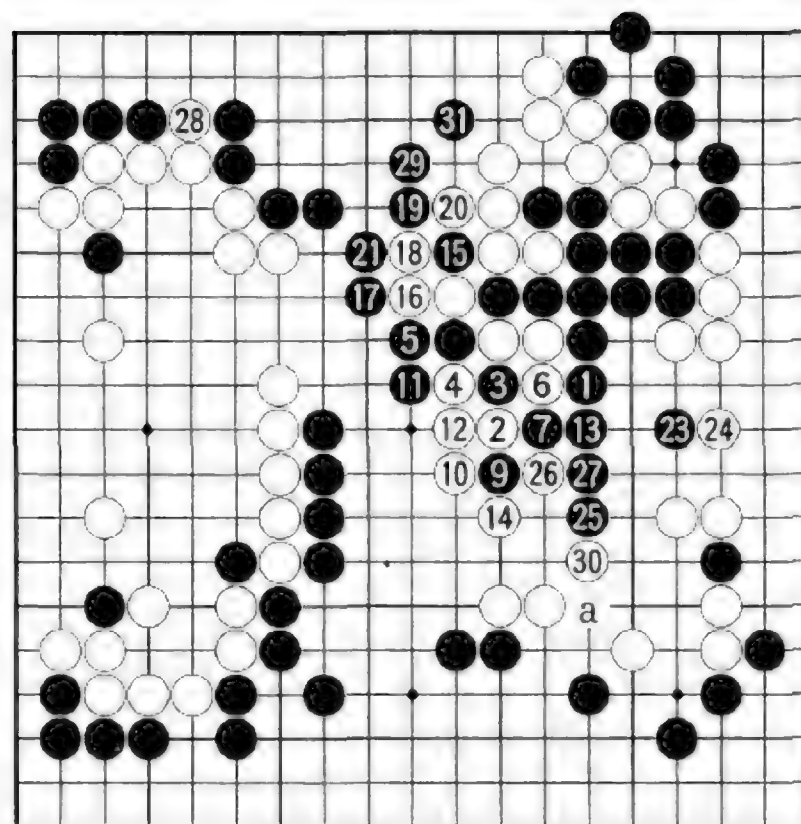


Figure 3 (101 – 131)

8: connects (at 3); 22: connects (at 15)

However, Black cuts with 2 and 4 and wins the semeai.

White 28. If at 29, White saves his group at the top, but Black has the tesuji of 'a', enabling him to win the semeai.

Kato was in strangely lacklustre form in this game, as epitomized in his misjudgement with 54 in Figure 2. Kobayashi's win changed the flow of the series, giving him all the momentum.

White resigns after Black 131.

(*'Kido'*, June 1984. Translated by John Power.)



Kobayashi Koichi – confidence restored

Game Five

White: Kobayashi Koichi

Black: Kato Masao

Played on 18 April 1984 at the Nihon Ki-in.

Commentary by Kobayashi Koichi 9-dan.

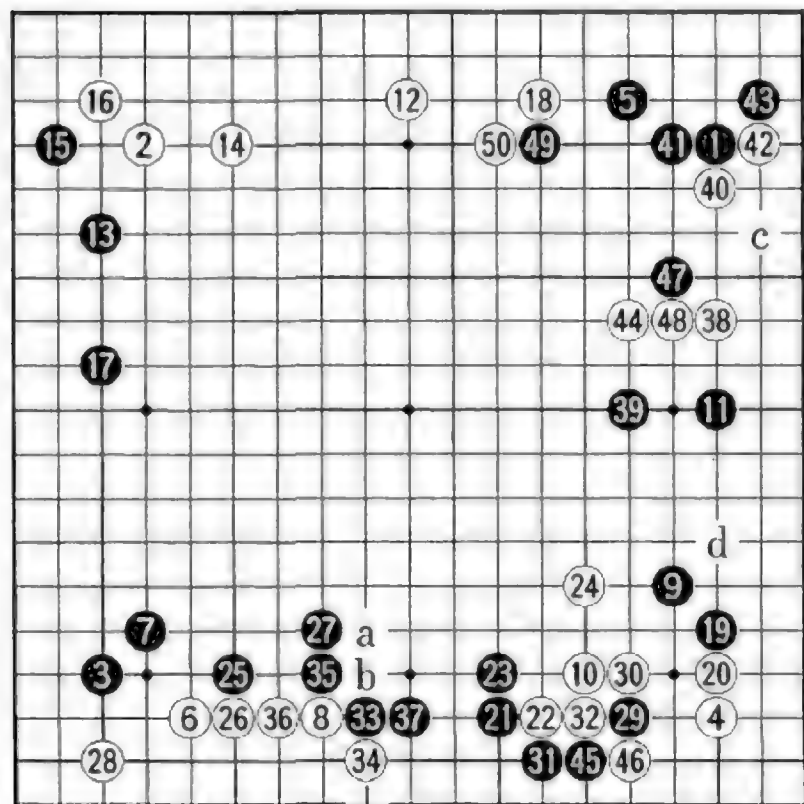
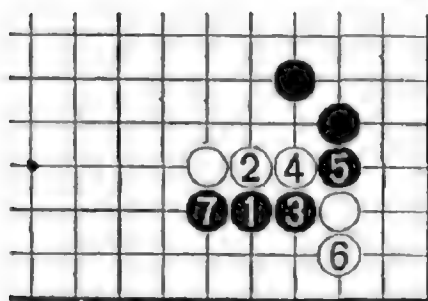
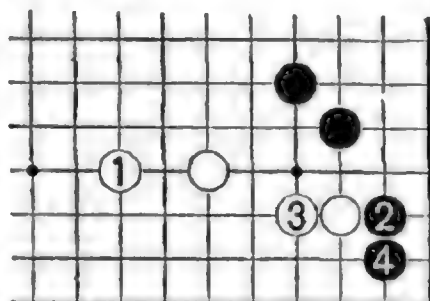


Figure 1 (1 - 50)



Dia. 1



Dia. 2

Figure 1 (1 - 50)

Black 7. This kosumi is now quite rare for Black, though White occasionally plays it. In response, White extends to 8. I much prefer this to the three-space extension, as the latter leaves an invasion point. Dosaku used to play this two-space extension.

Black 19 is a very effective move. When White plays 20, it is obvious to him that Black 21 is coming, but White has little choice. If he omits 20, Black will invade as in Dia. 1. If he moves 20 to 1 in Dia. 2, Black attaches at 2, causing White an unbearable loss in territory. I also considered playing 20 at 29, but this shape sags too much.

Black 25 and 27 look good.

White 28. Counterattacking with 'a' is unreasonable (Black 35, White 'b', Black 33). White cannot stop Black from setting up a moyo on the left.

White 38. The only move. White cannot let

Black defend at 48.

Black 49 is severe. If Black had invaded at 'c', I probably would have invaded at 'd'. The latter invasion is one of the focal points of the opening.

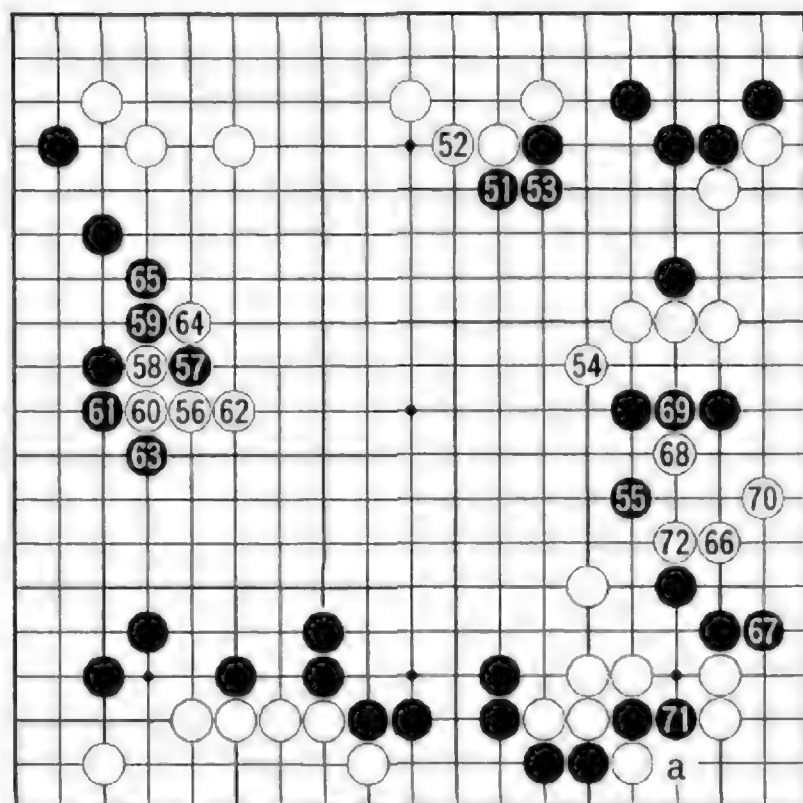
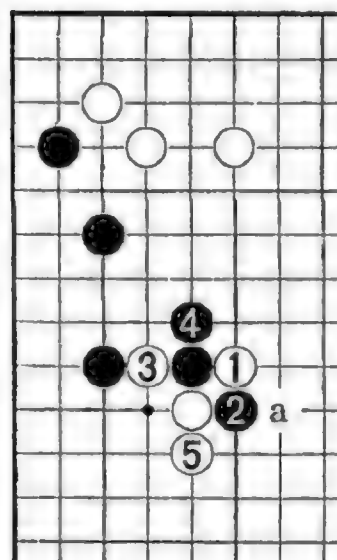
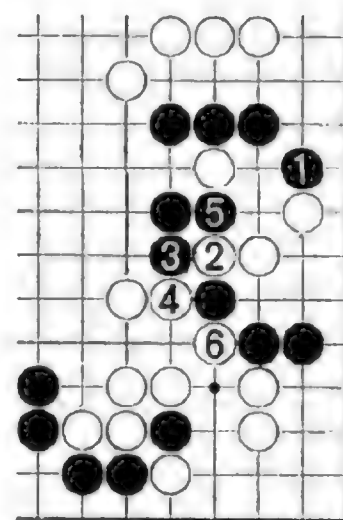


Figure 2 (51 - 72)



Dia. 3



Dia. 4

Figure 2 (51 - 72)

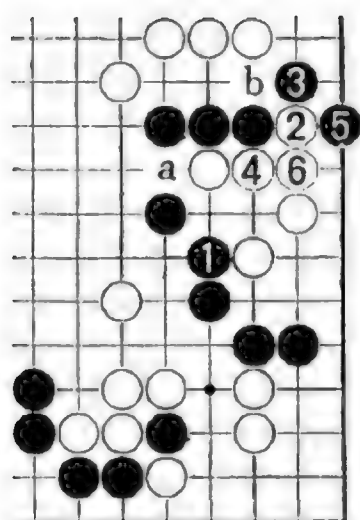
When Black builds menacing thickness with 51 and 53, White cannot invade at 66. Black would ignore him and attack with Black 54.

Black 57. White would be grateful if Black answered at 63.

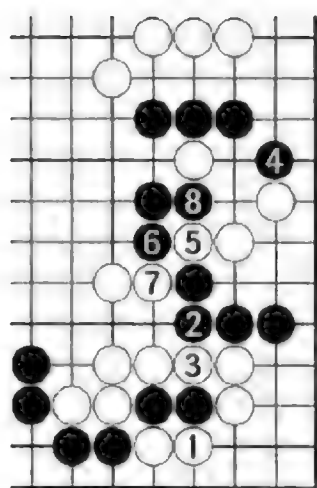
White 58. If at 1 in Dia. 3, Black will crosscut at 2. White 3 and 5 do not work because the ladder with 'a' is unfavourable.

Black 63. After the game Kato commented that he should have played 63 at 67. Black 63 is purely a territorial move; Black 67 would not only defend the side group but also aim at attack with Black 'a'.

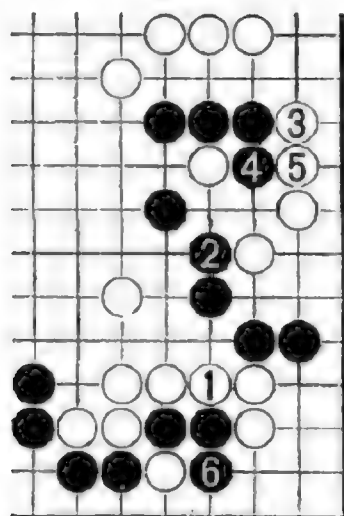
White 66. The long-awaited invasion. However, when Kato replied immediately with 67 I felt worried that perhaps he had read it out better



Dia. 5



Dia. 6



Dia. 7

than I.

Sure enough. Kato had the very clever counter of 71 up his sleeve. If Black instead plays at 1 in Dia. 4, he loses the semeai after 2 to 6. If instead Black plays 71 at 1 in Dia. 5, White plays 2 to 6. Because of the hole at 'a', Black cannot connect at 'b'.

White 72. If at 1 in Dia. 6, Black can play 2 in sente. This way Black wins the semeai after 4 to 8. If instead White plays at 1 in Dia. 7, Black reinforces at 2, then compromises with 4. Next he captures with 6, weakening White's corner, so this result looks good for him.

The conclusion is that both 72 and 73 (next figure) are forced.

Figure 3 (73 – 100)

Ishida Yoshio held that the trade to 78 was favourable for Black, but I can't agree with him. I felt that it was better for White. Kato agreed.

Black 77 should be at 'a'. Black later has to add a stone at 87 because of the aji of White 'a'.

White 78. White 'b' would be better, as 78 permits Black 81. White should play the keima at 1 in Dia. 8 instead.

Dia. 8. If 1, Black can capture four stones by wedging in at 2, but switching to 5 would give White a promising game. Note that saving the four

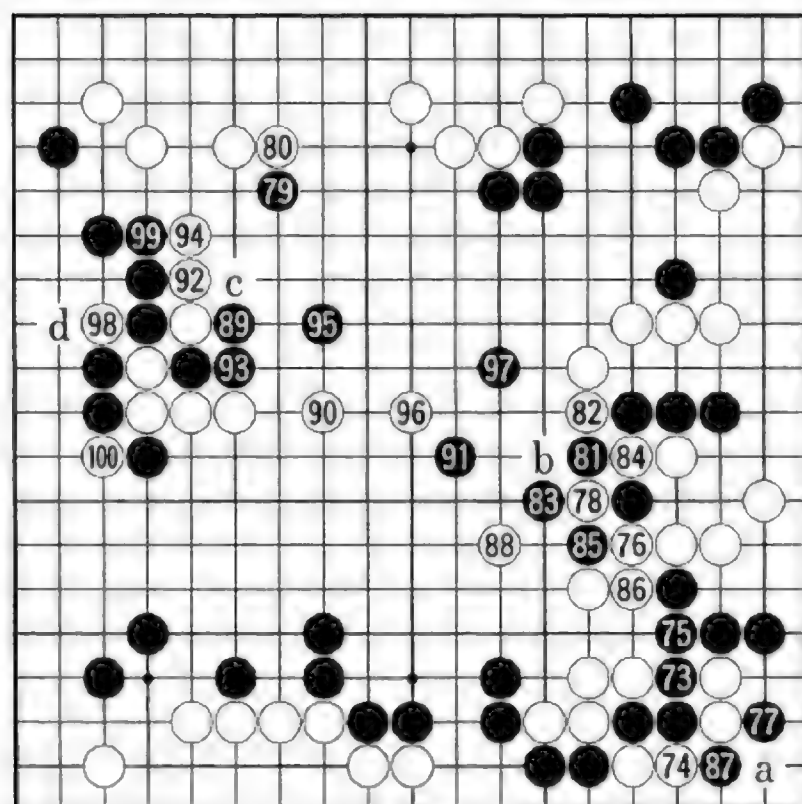
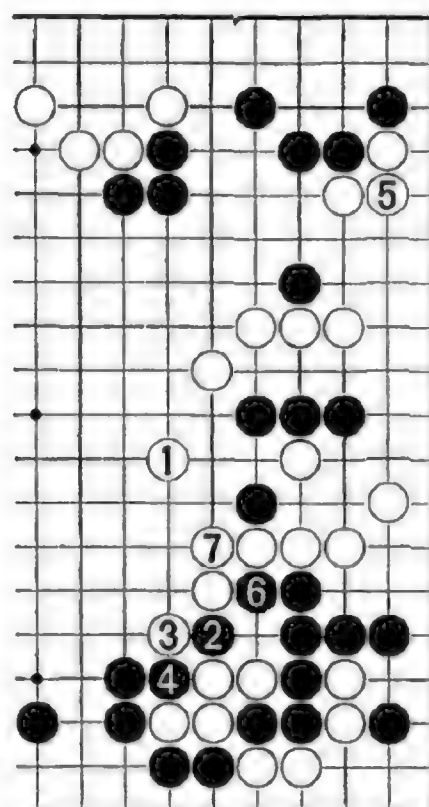
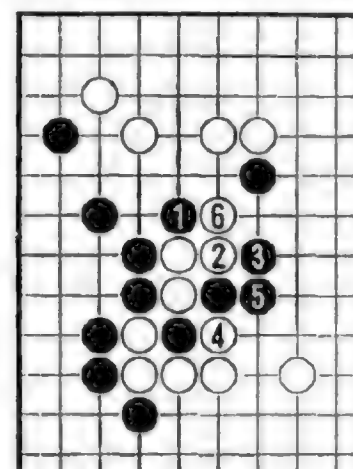


Figure 3 (73 – 100)



Dia. 8



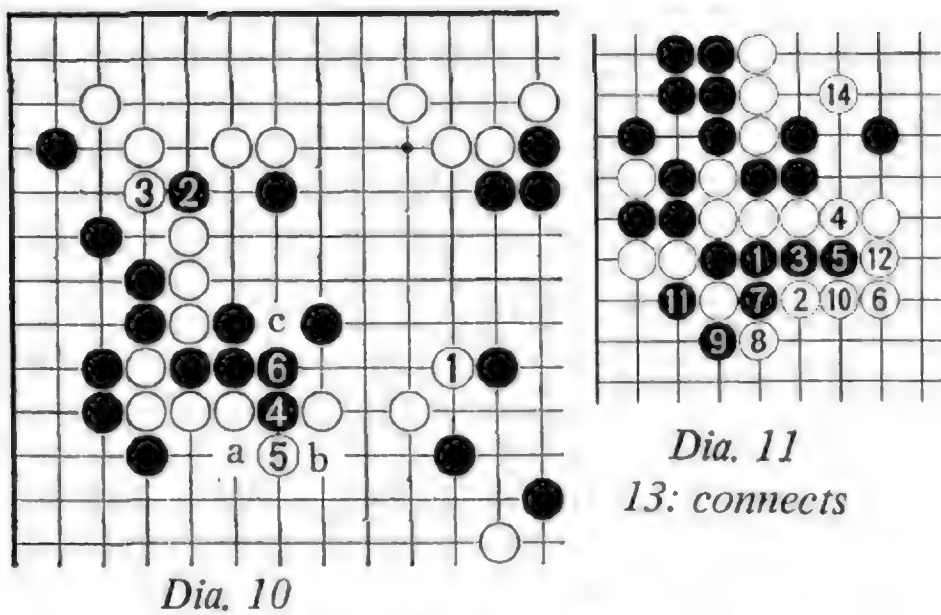
Dia. 9

stones would be bad as it would create a cutting point at 7.

Black 89 is an overplay (Kato called it the losing move). If instead Black had simply jumped to 91, the game would have been even. With 89, Black was hoping for White 93, in which case he would have pulled back to 'c'.

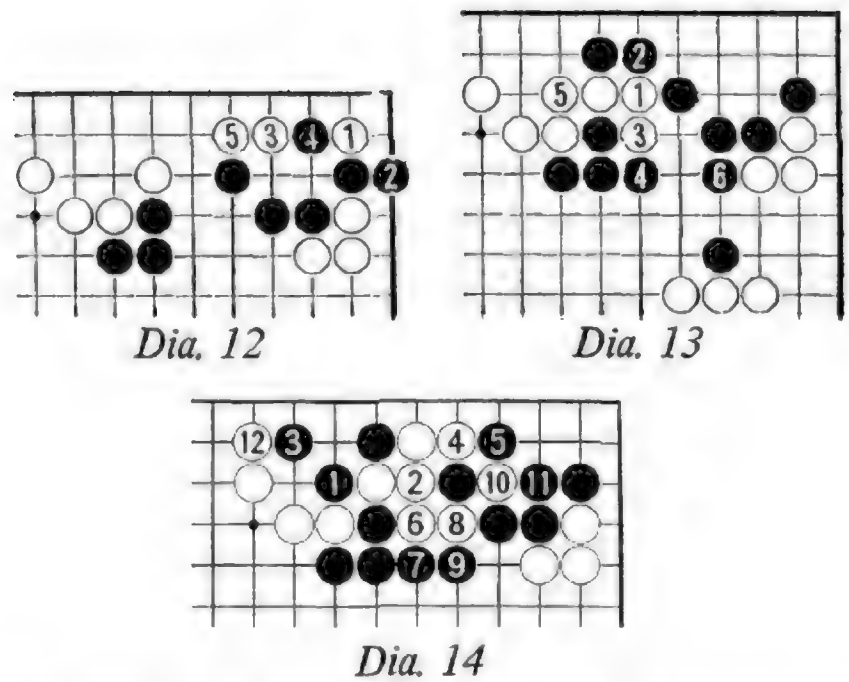
White 92. Having played 90 in sente, pulling out White's stone is severe. Dia. 9 shows that Black has no effective squeeze here. Black's attack with 89 has backfired: instead of being the aggressor, he has just created a target for the enemy to attack.

White 98 is a very clever cut. White could also attack the group on the right with 1 in Dia. 10 (next page), but Black would ignore him, striking at 2. If 3, Black plays 4 and captures the four



white stones — White 'a' is unreasonable, as Black cuts at 'b'. Without the 2-3 exchange, White could get a ladder with White 5 at 6, Black 5, White 'c'.

Black 99. If at 'd', White plays 99 in sente, then switches to 1 in Dia. 10. That would set up a double attack on the two centre black groups.



White 22. If at 24, Black plays 22, setting up Black 'c'. The sequence in Dia. 13 is also unsatisfactory for White. When White plays 22, there is the danger that Black will counter with 1 in Dia. 14, but that leads to a ko that places a greater burden on Black than on White.

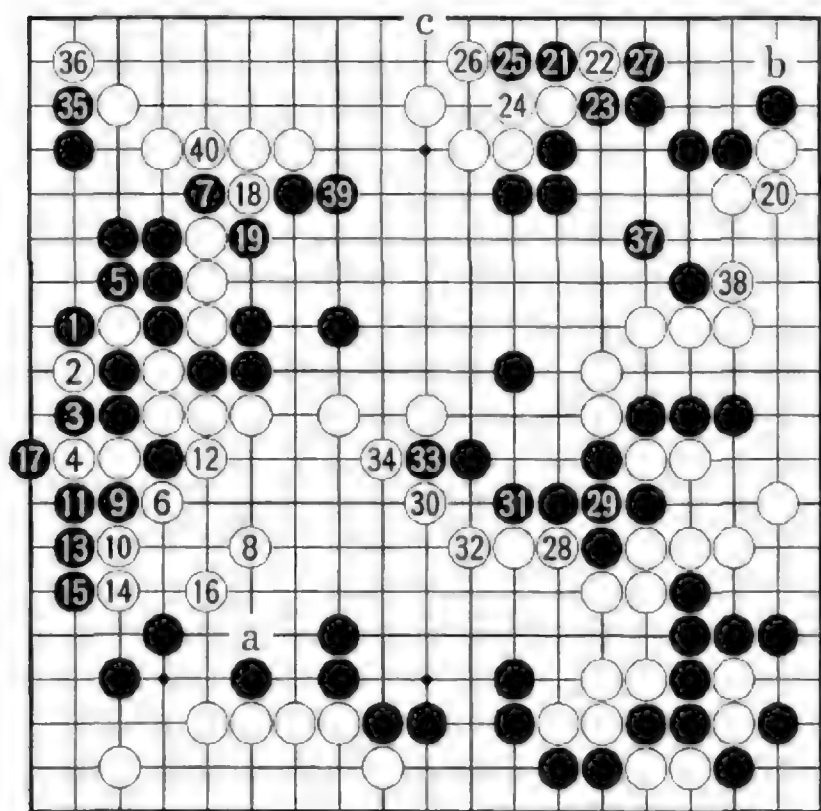


Figure 4 (101 - 140)

Black 7. Black could escape with 1 in Dia. 11, and that would get the game over with quickly. White gets a magnificent squeeze up to 12, then plays 14.

White 8 secures the lead. Next, White aims at cutting at 'a'.

Black 9. The strongest move — Black aims at preventing White from getting a base and at settling his own group at the same time.

White 20 (worth 20 points) is the last large point. White aims next at 'b' (the threat is shown in Dia. 12).

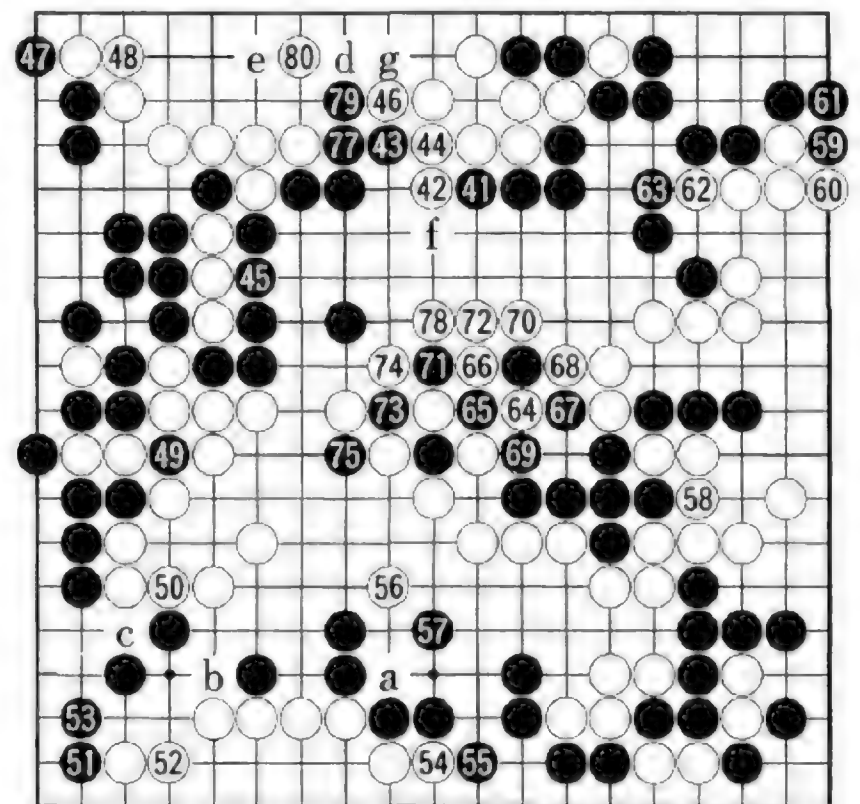


Figure 5 (141 - 180)

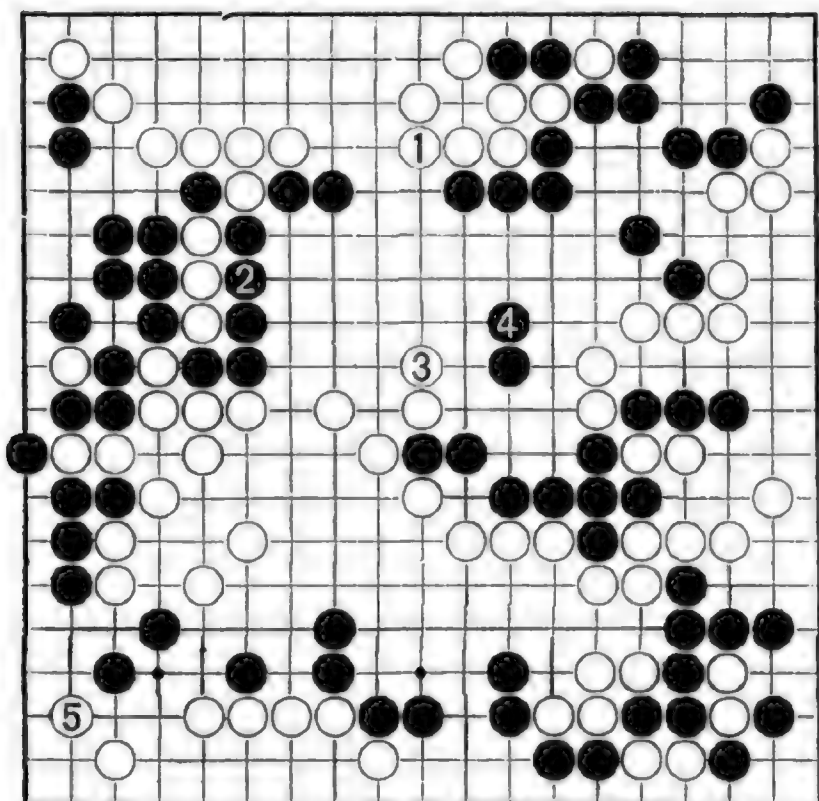
76: ko

Figure 5 (141 - 180)

White 42 was very careless. The instant I played it I realized how bad it was and broke out in a cold sweat. It could have cost me the game.

First, instead of 42, White should make solid shape with 1 in Dia. 15. If Black then plays 2, White can extend at 3, forcing Black 4, then switch to 5 at the bottom. In the figure, White loses sente, so Black gets to attach at 51.

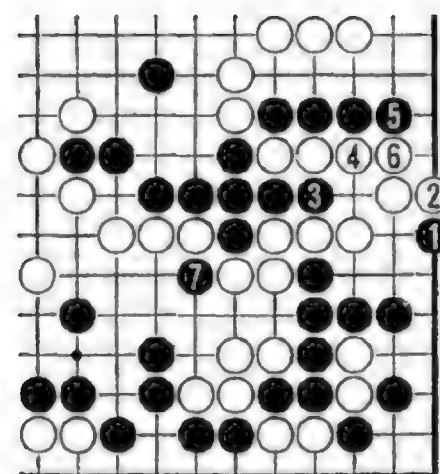
Black 53. Compare this result to Dia. 15, which makes it only too clear that White 42 in the figure occupies an almost worthless point. With 53, the game is now up for grabs.



Dia. 15

Black 57. Black cannot let White cut at 'a', as there are two cutting points ('b' and 'c') in his position to the left.

White 58. If omitted, Black can play the sequence in Dia. 16, forcing White to remove the captured black stones from the board (sedomori).



Dia. 16

Black 59. The final losing move, in my opinion. If instead Black had attached at 71, the game would have had a half-point decision, in whose favour I can't tell. (Kato played 59 because he believed that he would be looking at the wrong end of that half point.)

White 64 is decisive. A ko follows, but Black has no reasonable ko threats.

If Black 'd' after White 80, White saves both his groups with White 'e', Black 'f', White 'g'.

Black resigns after White 180.

(*'Kido'*, June 1984. Translated by John Power.)



The moment of victory – Kobayashi is overcome with emotion on winning his second major title. Sitting behind Kato is Ishida Yoshio; standing are Sakata (far left in the doorway) and Izumitani (third from right).

1984 Japan-China Go Exchange(i)

The tour of Japan by a team of eight Chinese players in late May and early June this year was the 12th in the series of annual goodwill matches between China and Japan begun in 1973, but it was the first to be officially designated as a 'Japan v. China' series. The Japanese have become tired of losing to the touring team by lopsided margins — 13 wins to 43 losses in 1982 — so this year they finally put up a top team, including three current title-holders, to repel the invasion. One of these title-holders was the top player in Japan, who just happens to be a Korean. Regardless of his nationality, Cho, by virtue of holding the number one Japanese title, was chosen to play on board one for Japan.

The reason for this is that the sponsor of the Kisei title, the Yomiuri newspaper, is also the sponsor of the annual goodwill tours. According to the paper's go editor, Fujii Masayoshi, the Yomiuri was often criticized by readers for the poor performance of the defending Japanese teams (apart from the 1982 fiasco, recent results were 28–28 in 1978 and 32–24 in favour of the Chinese in 1980) — as the sponsor of the top title, why didn't the Yomiuri play the Kisei in the team? Perhaps the 1982 tour, with the disastrous 13–43 result, was the decisive argument. The Yomiuri began negotiations with the Nihon Ki-in and the China Weiqi Association to hold a real contest. The first problem, of course, was that game fees had to be increased dramatically to induce the title-holders to play. The second problem arose when the Kisei title was transferred to a non-Japanese player when Cho beat Shuko in 1983. China and South Korea still do not officially recognize each other, but recently there has been a thaw in their diplomatic relations, manifested in the opening of sporting contacts, so this problem was also solved.

The touring Chinese team consists of the top eight Chinese players: they had to prove it by winning their places in a qualifying tournament. The placings in this tournament were:

- | | |
|------------------------------------|-----------------------------------|
| 1. Ch'ien Yu-ping 6-dan (age 17) | 5. Wang Yuan 5-dan (age 24) |
| 2. Nieh Wei-p'ing 9-dan (age 31) | 6. Liu Hsiao-kuang 7-dan (age 24) |
| 3. Ma Hsiao-ch'un 9-dan (age 19) | 7. Ts'ao Ta-yuan 7-dan (age 22) |
| 4. K'ung Shang-ming 7-dan (age 28) | 8. Sung Hsueh-lin 6-dan (age 22) |

The Japanese teams chosen to play the Chinese were the strongest to date. For a start, Japanese amateurs, who are no match for the Chinese, were excluded, as were Japanese women players, who have not done very well against K'ung in the past (there is little doubt that K'ung is the strongest woman

Player	24 May Opp./result	26 May	28 May	30 May	3 June	5 June	7 June	Total
Nieh 9-dan	Cho lost : 3½	Cho lost : 1½	Sakai won : R	Takemiya lost : R	Kato lost : 8½	Kato lost : 3½	Hashimoto won : R	2 – 5
Ma 9-dan	Kato lost : R	Kato lost : R	Kobayashi S. lost : R	Takagi won : R	Hashimoto S. won : R	Hashimoto won : 1½	Tono H. lost : R	3 – 4
Ts'ao 7-dan	Sakai lost : R	Sakai lost : 7½	Ohira won : R	Kudo lost : R	Hane lost : R	Hane won : ½	Hane lost : 4½	2 – 5
Liu 7-dan	Ohira won : R	Ohira won : R	Kato lost : R	Yamabe won : R	Honda won : 3½	Honda lost : R	Honda won : R	5 – 2
K'ung 7-dan	Kobayashi S. lost : 10½	Kobayashi lost : 8½	Miyazawa won : 2½	Kamimura H. won : R	Tono lost : 1½	Tono lost : R	Ushinohama lost : R	2 – 5
Ch'ien 6-dan	Kataoka no result	Kataoka won : R	Kataoka lost : R	Kataoka lost : R	Yamashiro won : R	Yamashiro lost : R	Yamashiro won : R	3 – 3
Sung 6-dan	Miyazawa lost : R	Miyazawa lost : R	Yoda lost : R	Fukui M. won : ½	Ishii K. won : 1½	Ishii lost : R	Ishii lost : R	2 – 5
Wang 5-dan	Kamimura K. lost : R	Kamimura won : R	Kamimura lost : 4½	Tokimoto lost : R	Ushinohama won : 3½	Ushinohama won : 5½	Kato lost : R	3 – 4
Team result	1 – 6	3 – 5	3 – 5	4 – 4	5 – 3	3 – 5	3 – 5	22 – 33

Opp.=opponent, R=resigned.

player in the world). Some top Japanese players, such as Otake, Sakata, Kobayashi Koichi and Shuko, were missing from the line-up, so the Japanese could put up even stronger teams if they really wanted to, but still there was a good proportion of the top tournament players.

The main feature of this series was the two best-of-three matches (Rounds 1 to 3 and 5 to 7). If a best-of-three was decided 2–0, then the pairings were changed in the 3rd round and the players played ‘exhibition’ games. A unique feature, adopted as an inducement to make the Japanese professionals really take the matches seriously, was that their game fees were five times as high for a win as for a loss. In the case of Cho (who as Kisei got double the fee of the next-rated player, Kato), this meant that he stood to win ¥1,000,000 for each game he won, with that dropping to a mere ¥200,000 for a loss. Even for a player in Cho’s income bracket, one million yen (around \$4,000) would be respectable earnings for one day’s work.

The overall result, 33–22 (plus one ‘no result’), was a decisive victory for the Japanese, who did particularly well in the best-of-three matches. In the first series they crushed the Chinese 7–1; in the second, played in the Kansai, the tourists recovered to get a 4–4 tie, but still the total favoured the Japanese by 11 to 5. In particular, Nieh had a bad time: he was beaten straight by both Cho and Kato and also lost a game to Takemiya; his only consolation was beating Sakata in a haya-go (fast game) played at the Nihon Ki-in.

The best performance for the Chinese was that of Liu Hsiao-kuang, who won his matches against Ohira and Honda Kuniyoshi; he was the only touring player to end up with a plus record.

Below we present a selection of the most interesting games from the tour. (Note: reports on past tours are given in GW 10, 21, 29, and 33.)

Round One: Nieh v. Cho

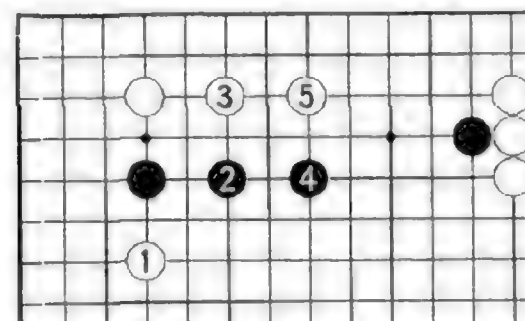
White: Nieh Wei-p’ing 9-dan

Black: Cho Chikun, Kisei & Meijin

Komi: 5½; time: 3 hours each.

Played on 24 May 1984 at the Nihon Ki-in.

Commentary by Fujisawa Shuko.



Dia. 1

really say which side does better in this exchange.

White 30. White is open on the top right, so emphasizing territory at the top is wrong. White must make a pincer at 33 or ‘a’. For example, if 1 to 5 in Dia. 1, the three white stones to the right that cut off the single black stone work well. The Chinese players don’t have an adequate grasp of this kind of vital point. That’s why their fuseki is not so highly regarded.

Black 37. According to the joseki books, Black should make a cut at 44, forcing White ‘b’, before extending to 37, but Cho had his reasons for not doing so.

White 40. White must block at 41: that is the crucial point of the whole position. The sequence in Dia. 2 (next page) would probably follow, but that is far better for White than what happens in the game.

Black 41 forces White 42; if Black later jumps to ‘c’, White’s main potential territory is hollowed out.

One reason why Cho didn’t cut at 44 with 37

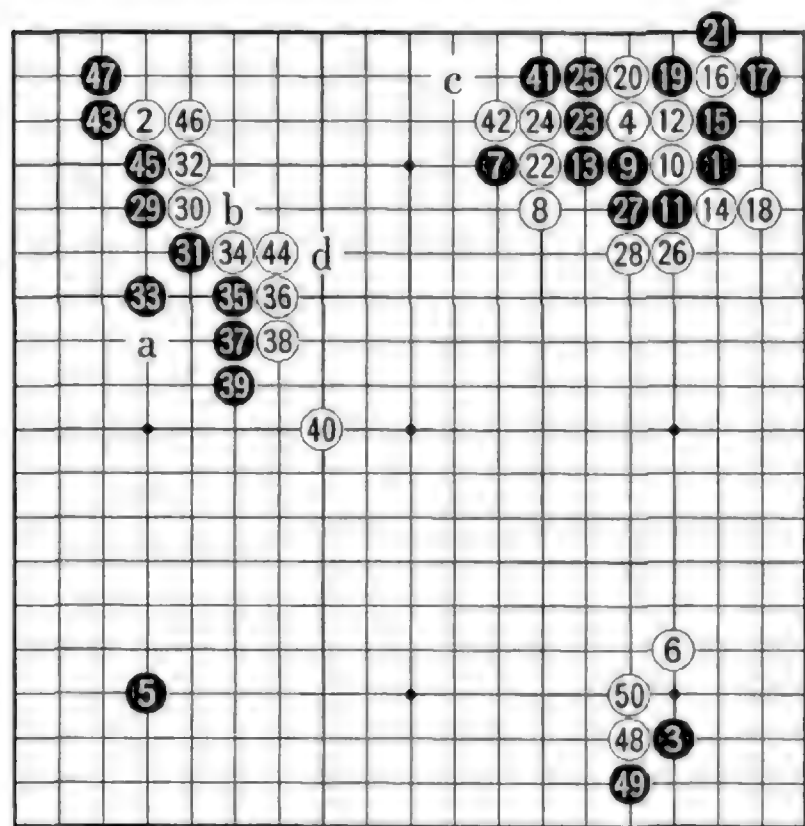
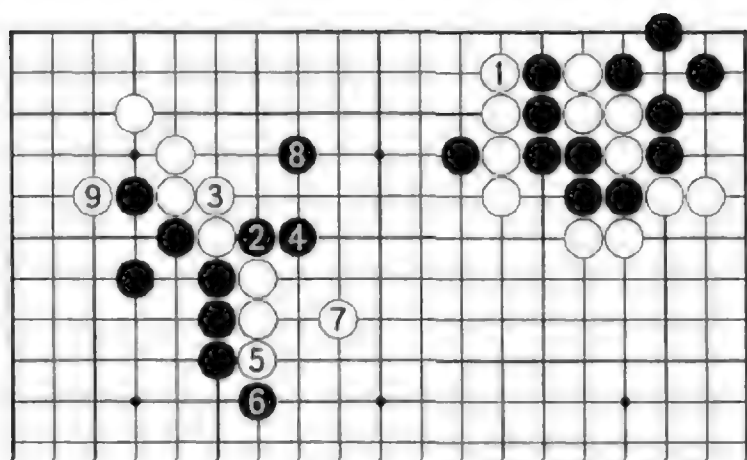


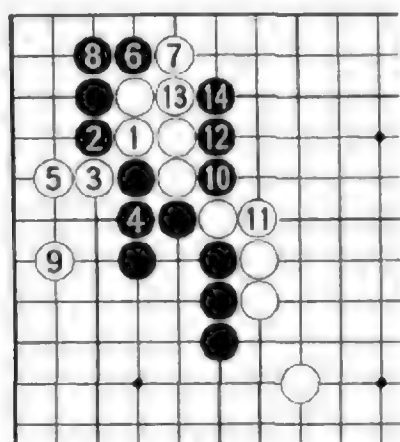
Figure 1 (1 – 50)

Figure 1 (1 – 50)

White 8–28. The Kajiwara joseki. Probably 70% of professionals would prefer Black’s profit to White’s influence, but no mere mortal can



Dia. 2



Dia. 3

is that he was afraid that White would not play at 'd' after White 'b' and Black 37, but would instead switch to 41. He did not want White to occupy this key point.

The second reason why Cho didn't play 37 at 44 is that he was planning to attach at 43. In the game White cannot counterattack with 44 at 1 in Dia. 3 as he collapses in the sequence to 14. If the Black 44 – White 'b' exchange had been made, however, this counterattack would be feasible.

White 48. White is already behind. His only hope is to go for a large moyo.

Figure 2 (51 – 100)

White 60. The losing move: when Black invades with 61 and lives, he takes a ten-point lead (on the board). Black 61 makes miai of 63 and a peep at 70. After 64, White couldn't kill Black even if he had an extra move. Instead of 60, White had to defend the side with White 66 (Black would probably invade the moyo at 'a').

Black has no trouble living – White is handicapped by the aji of Black 82 and Black 86 (he plays 72 and 74 to alleviate the latter threat).

Black 89. Black 'b' would be good enough.

White 92. Connecting at 95 would make White heavy: Black would play 'c' and drive him out.

Figure 3 (101 – 150)

Black 1. Cho doesn't want to give Nieh a big side territory with Black 8, White 'a', Black 2,

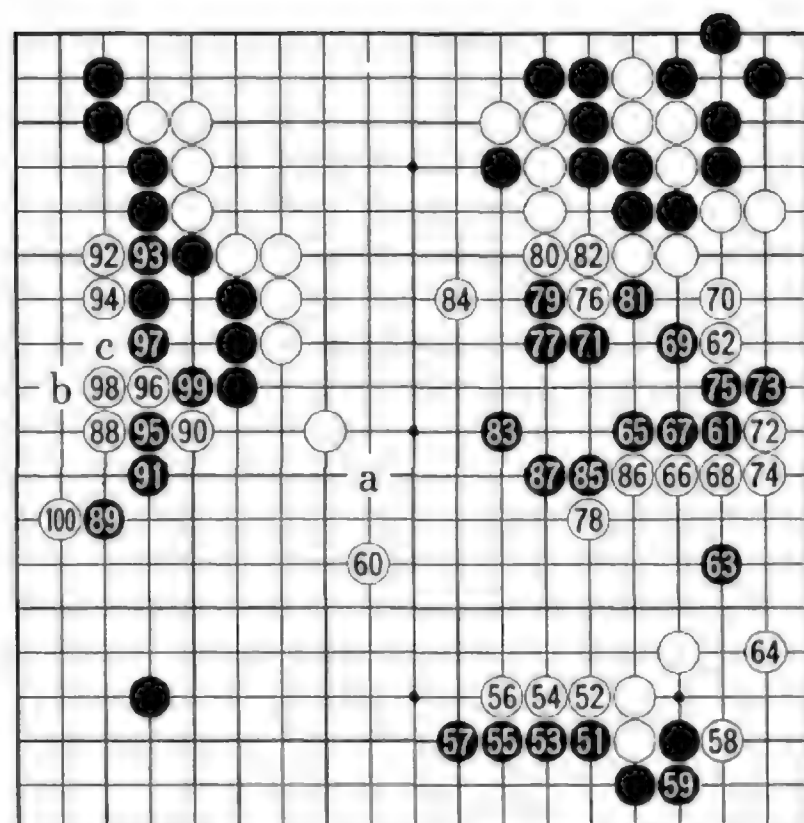


Figure 2 (51 – 100)

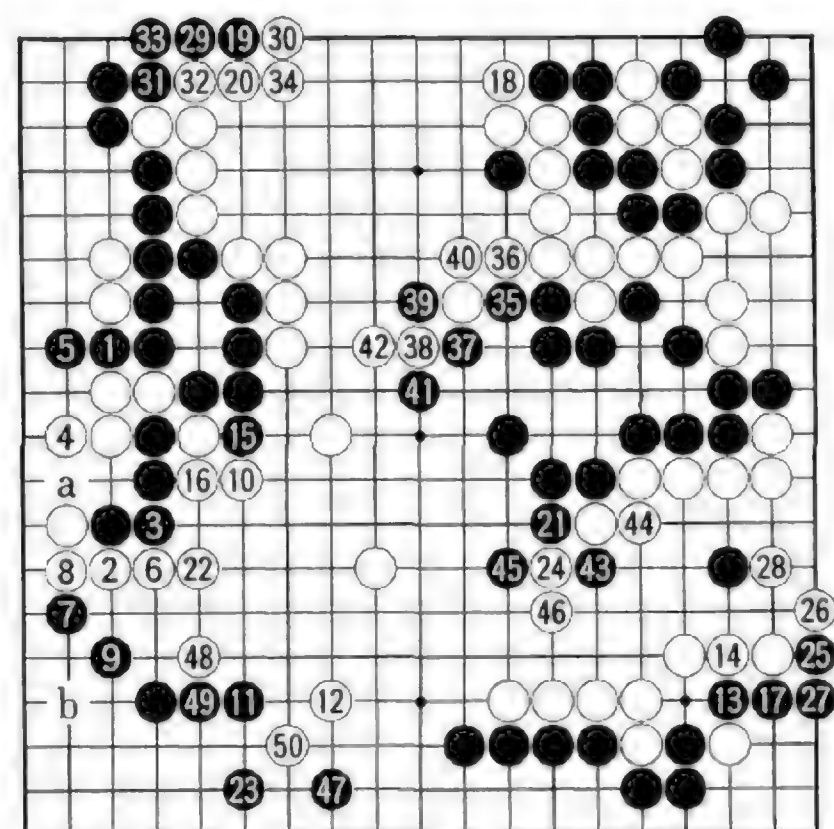
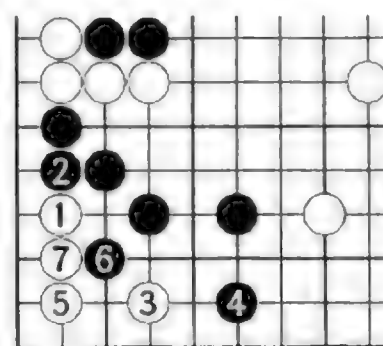
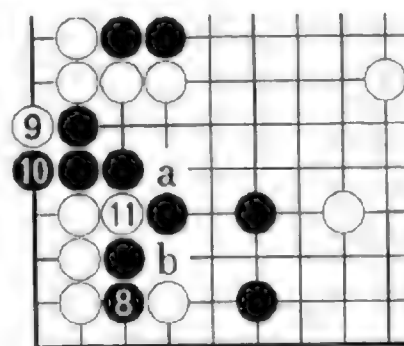


Figure 3 (101 – 150)



Dia. 4



Dia. 5

White 1.

Black 7 and 9 are perfectly timed. If 7 at 10, White would slide to 'b'. Securing the bottom area is bigger than saving the four black stones. Incidentally, Cho went into byo-yomi on 7; Nieh still had half his time.

Black 13. Black is still ten points ahead.

White 22. Nieh regretted not making the place-



Nieh and Cho go over their game with Shuko, who seems to be quite amused by it. Watching are Kudo (extreme left, holding his coat), Abe (string tie) and (going from the extreme right) Yasunaga (seated), Miyazawa 7-dan, Sakai, and Cho's elder brother, Cho Shoen 5-dan.

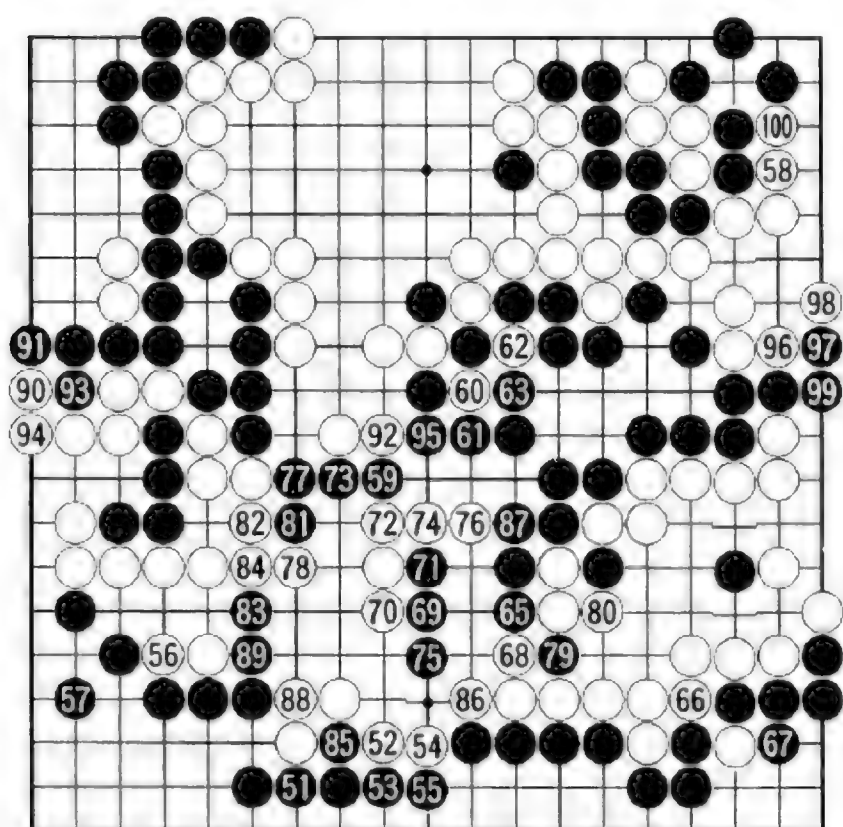


Figure 4 (151 – 200)

64: connects

ment at 1 in Dia. 4. If Black 2 and 4, White 5 works. Black cannot push down at 8 in Dia. 5, as White 11 makes miai of 'a' and 'b'. That means that Black would have had to let White reduce the corner a little (defending with 2 at 6 in Dia. 4), but this would not have been enough to cause an upset.

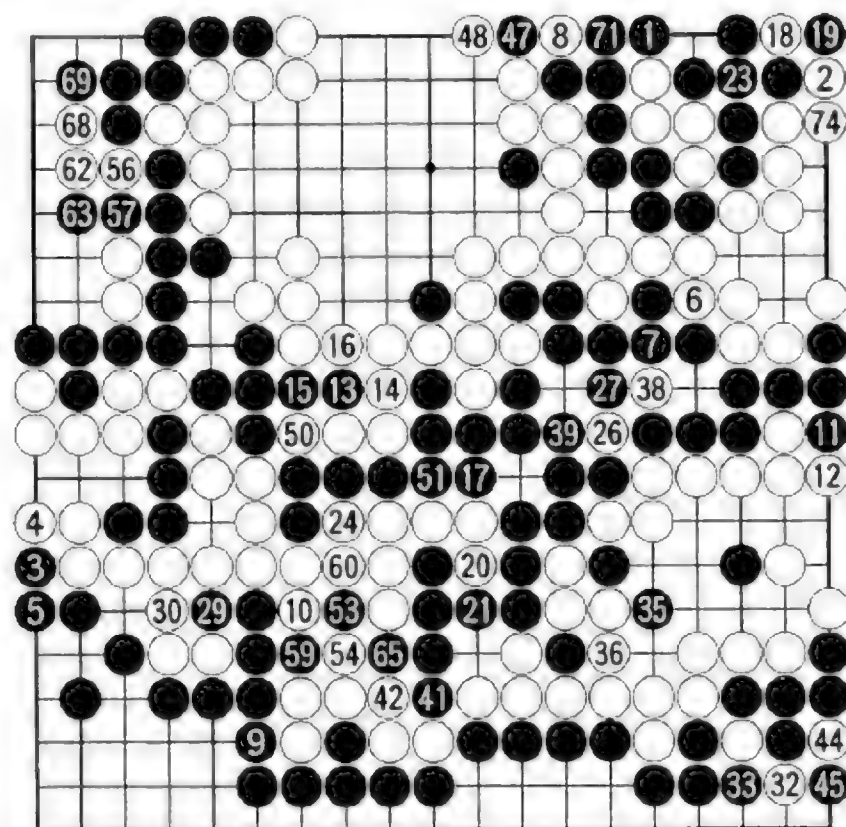


Figure 5 (201 – 275)

Ko: 22, 25, 28, 31, 34, 37, 40, 43, 46, 49, 52, 55, 58, 61, 64; 66: connects; 67, 70: ko; 72: connects (at 47); 73: ko; 75: connects (at 18).

The final margin may seem relatively narrow, but actually at no stage did Nieh have a chance of winning.

Black wins by 3½ points.

Round One: Liu v. Ohira

This is the most spectacular game from the first round. Liu was the surprise of the tour: his go has matured and he is much stronger than when he took fourth place in the 2nd W.A.G.C. in 1980. He is still an amateur: he teaches go and table tennis at a middle school (equivalent to Western high school), but he gets leave for half the year to play in go tournaments.

White: Ohira Shuzo 9-dan

Black: Liu Hsiao-kuang 7-dan

Played on 24 May 1984 at the Nihon Ki-in.



Liu Hsiao-kuang

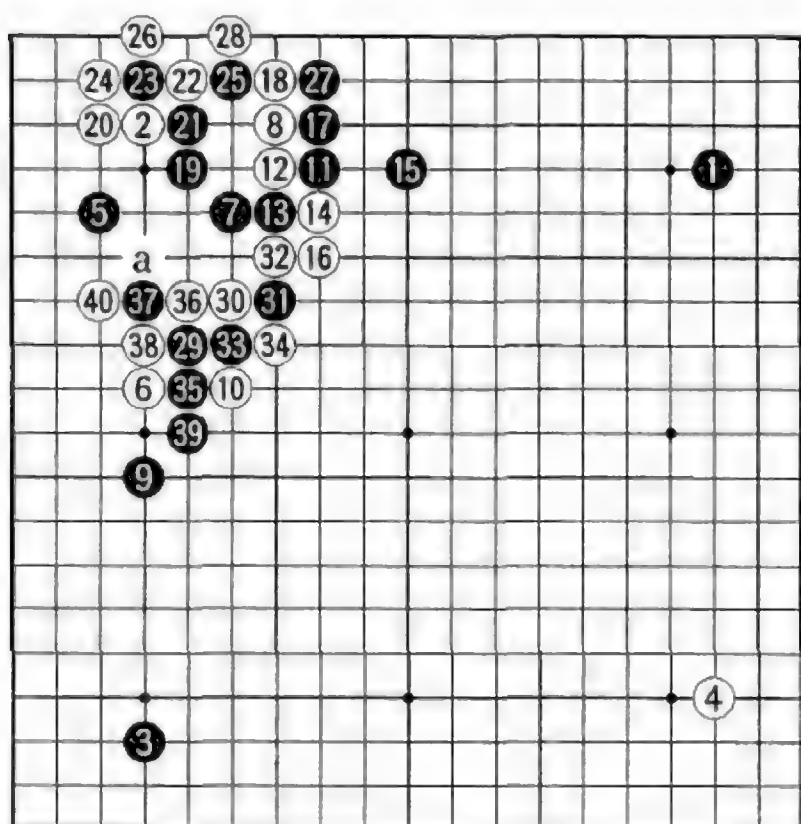


Figure 1 (1 – 40)

Figure 1 (1 – 40)

Liu is well up on Japanese go: the opening pattern here appeared in the Kisei title in February (see page 52 of GW36). Ohira commented that Black 27 made this a bad result for White; he regretted not playing 20 at 21.

White 38. Overdoing things, according to Ohira. White's profit up to 50 in Figure 2 is outweighed by Black's thickness. White should have played 38 at 'a'.

Figure 2 (41 – 80)

Black 63. At this stage, White's 40 points of territory in the top left does not look impressive.

White 72. Playing the avalanche joseki by cutting at 75 would be usual. White is in trouble after Black 79.

Figure 3 (81 – 125)

White 90 is not urgent. White should extend to

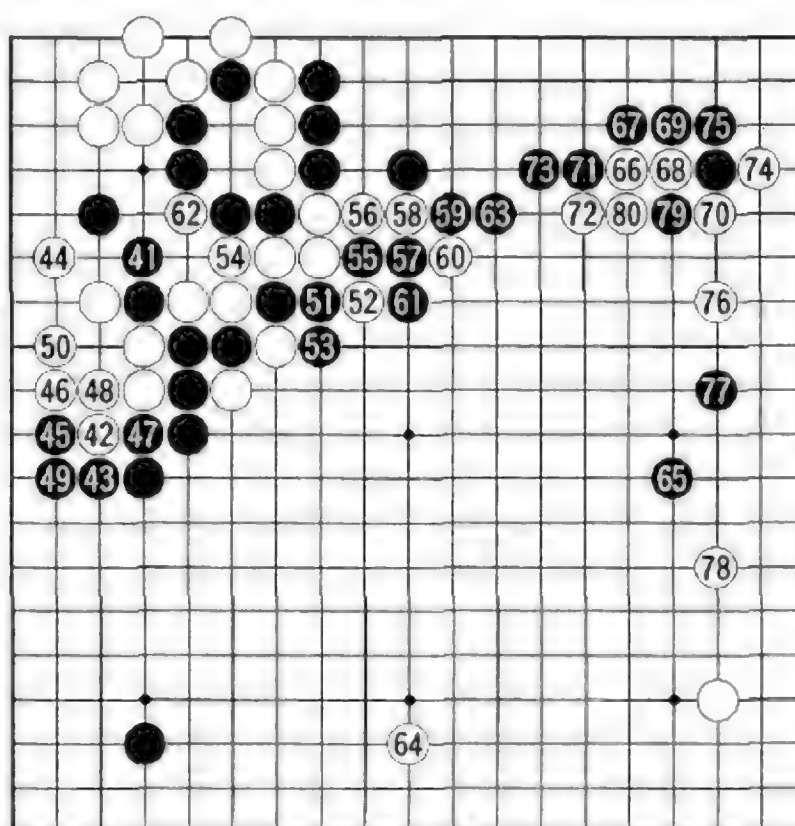


Figure 2 (41 – 80)

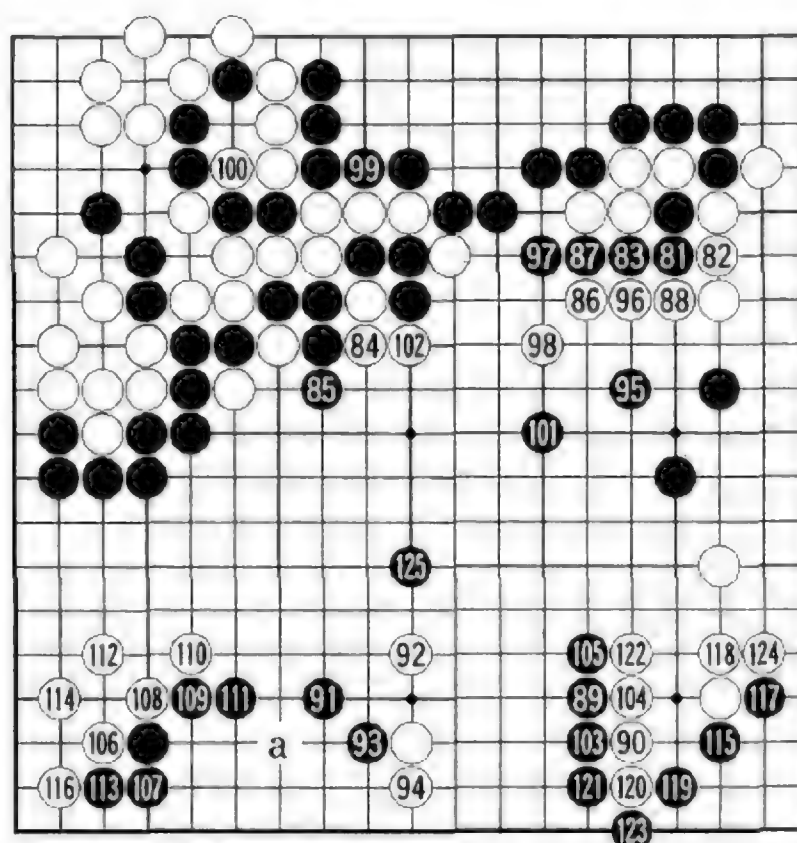


Figure 3 (81 – 125)

'a' instead.

White 106. White catches up a little by living up to 116, but his gain is immediately wiped out by Black 125.

Figure 4 (126 – 173)

White manages to save his bottom group, but in the process he loses another group.

Ohira: 'I had heard that Liu played fighting go, but contrary to my expectation, he didn't come rushing in immediately. Instead, he builds up strength and waits patiently. He plays an orthodox game, similar to Kato's.'

White resigns after Black 173.

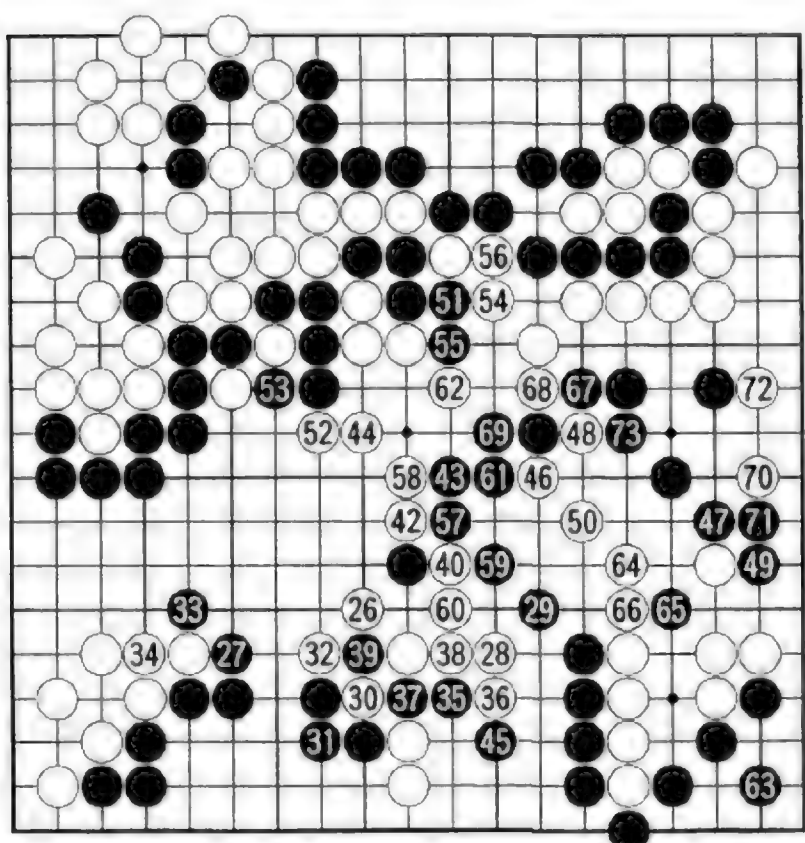


Figure 4 (126 – 173) 41: at 30

Round One: Ch'ien v. Kataoka

This is another interesting game from the first round. Ch'ien (age 17½) is the latest boy wonder out of China. His game against Kataoka, one of the three title-holders on the Japanese team, produced a quadruple ko (leading not to a draw but to a 'no-result', i.e. the game is replayed). There have been only a handful of quadruple kos in go history.

Ch'ien is a student at an upper middle school (= high school) in Shanghai. His father is a psychiatrist, and his older brother has won the university go championship. He wants to become a professional.

White: Kataoka Satoshi, Tengen

Black: Ch'ien Yu-p'ing 6-dan

Played on 24 May 1984 at the Nihon Ki-in.

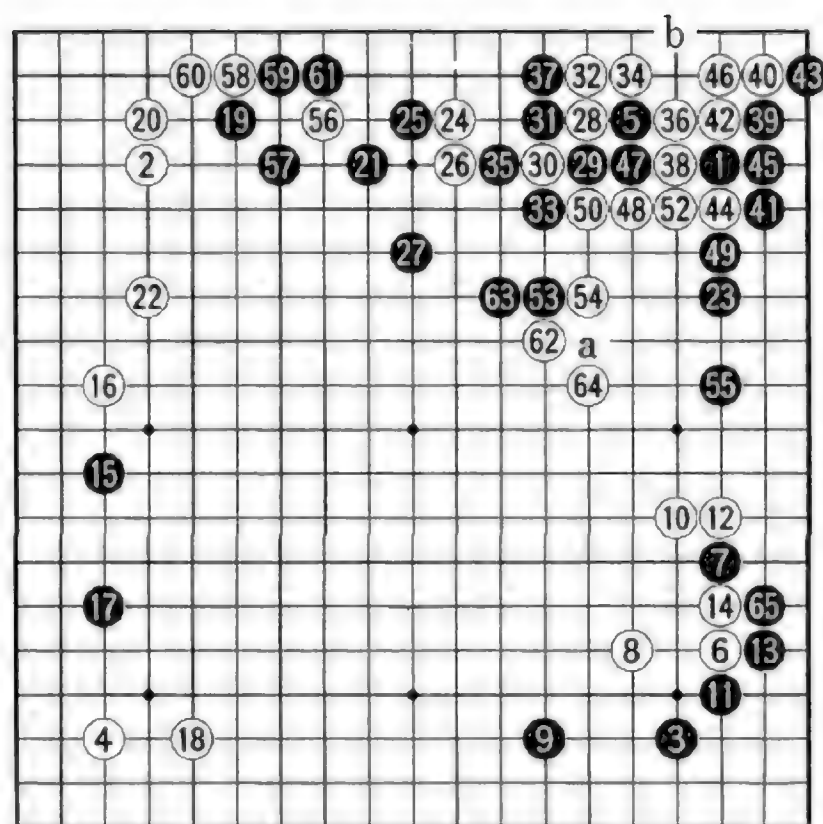


Figure 1 (1 – 65)
51: connects

Figure 1 (1 – 65)

Ch'ien takes the lead in this figure. Apparently, Kataoka's result from the invasion at the top was not completely satisfactory.

White 56 is bad, but White gets away with it. Black should have at 'a' with 57, blocking White's path to the centre and forcing him to play 'b' to live. White 56 should have been at 62.

Figure 2 (66 – 130)

Black 79 is very aggressive. The standard answer is Black 92.

Black 117 is too small: Black should attach at 126. White catches up when he plays 124; this move

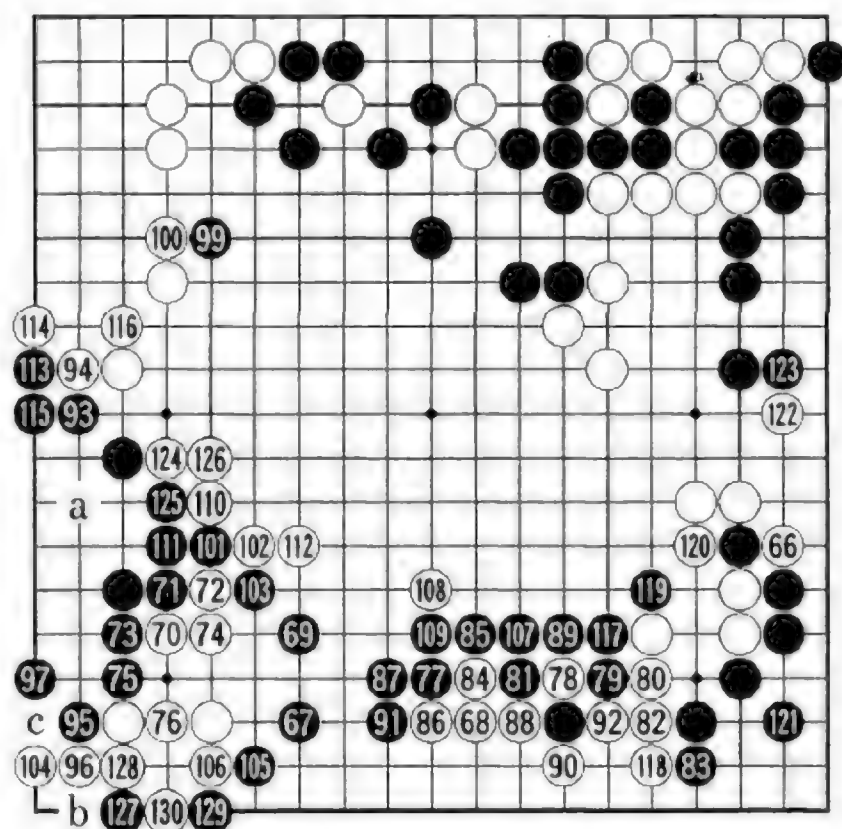


Figure 2 (66 – 130)
98: ko

not only builds central influence but also creates bad aji in Black's side group (e.g. White 'a').

Black 127 is an attempt to eliminate the bad aji referred to above. If White timidly plays 128 at 130, Black will cut at 128, forcing White 'b' and thus preventing White from giving atari at 'c'.

Figure 3 (131 – 200)

Black 47, 51, 53. Black must keep White's centre territory down to the absolute minimum possible. White counters by attempting to kill

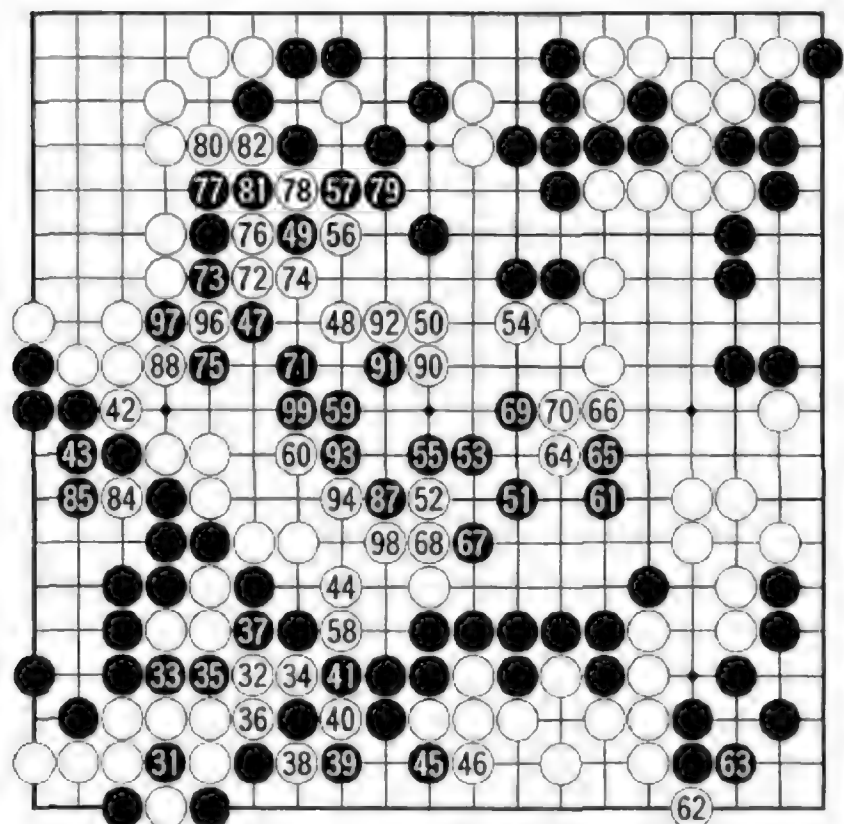


Figure 3 (131 – 200)

Ko (at 49): 83, 86, 89; 95: connects (at 78); 100: ko (at 96)

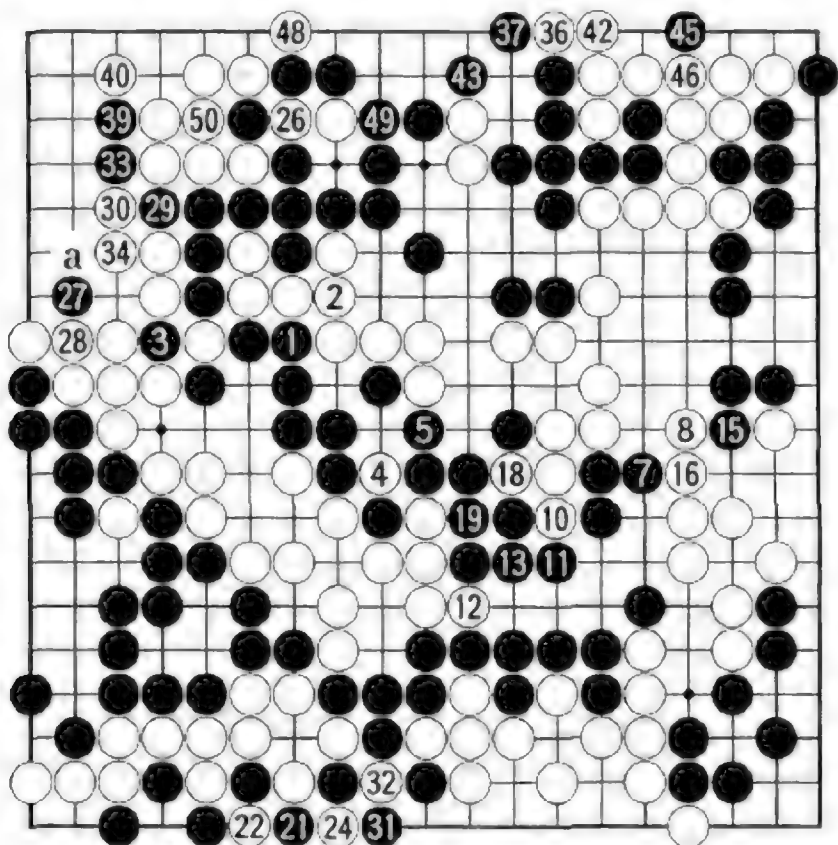


Figure 4 (201 – 250)

Ko: 6, 9, 14, 17, 20, 23; 25: right of 3; ko (at 32): 35, 38, 41, 44, 47

Black's group by cutting at 58.

Figure 4 (201 – 250)

White 24. White yields the ko, taking profit here and also taking the lead. White 26 next is big, but it plays a part in the denouement of the game. Better is 32, which would give White a win.

White 28. If White had known what was coming, he could have played 28 at 'a', giving Black a little for the sake of simplifying the game.

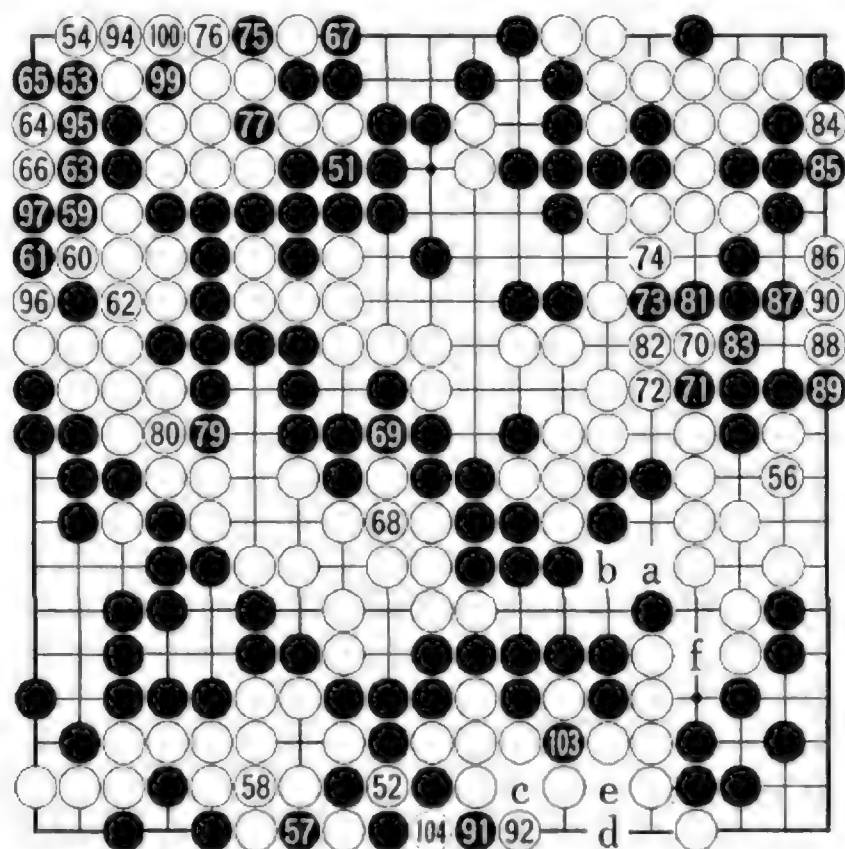


Figure 5 (251 – 307)

55: ko (left of 52); 78: retakes; 93: above 51; 98: above 97; 101: at 77; 102: ko (at 75); 105: ko (at 75); 106: ko (at 77); 107: ko (at 91)

Figure 5 (251 – 307)

White 56 aims at the seki with 86 etc.

White 78. At this point there is still no problem. Thanks to the two kos (at 75 and 77), White can capture the corner black stones. However, if White is forced to yield either ko, the corner becomes a seki.

White 92 lets slip Kataoka's win. Black 93 starts the double ko at the top, then Black starts another double ko at the bottom. White will lose if he cedes either ko, but obviously he cannot win both of them.

For 92, White should have exchanged 'a' for Black 'b'. He could then answer Black 103 at 'c'; without the 'a-b' exchange in place, Black plays 'd', White 'e', then cuts with Black 'f'.

It's possible that Ch'ien had been aiming at this quadruple ko for some time. If so, it was a very clever way of salvaging a lost game.

307 moves. No result.

Round Two: Nieh v. Cho

White: Cho Chikun

Black: Nieh Wei-p'ing

Played on 26 May 1984 at the Nihon Ki-in.

Commentary by Kudo Norio 9-dan.

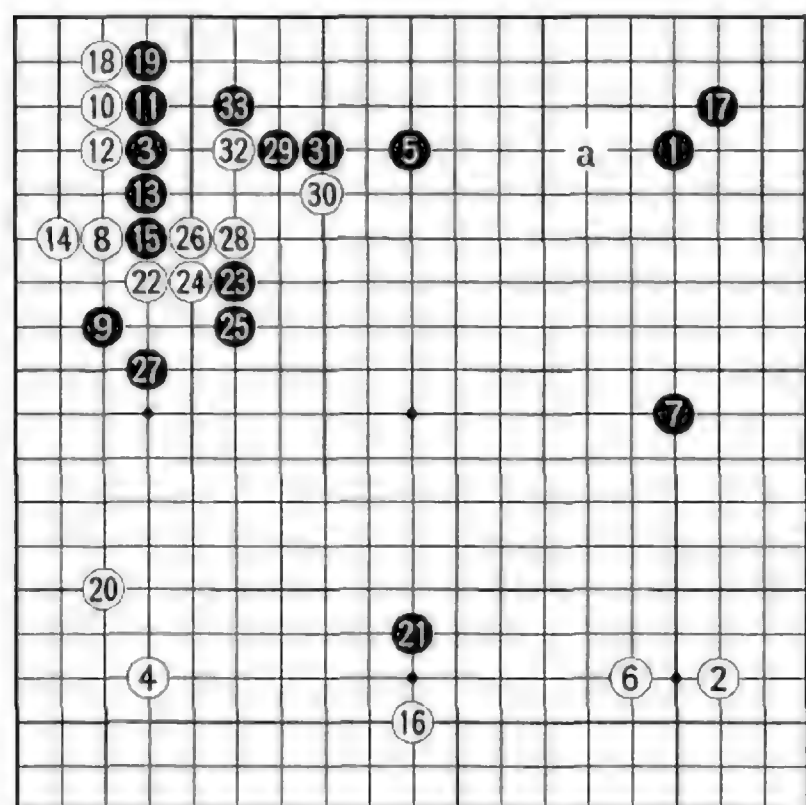
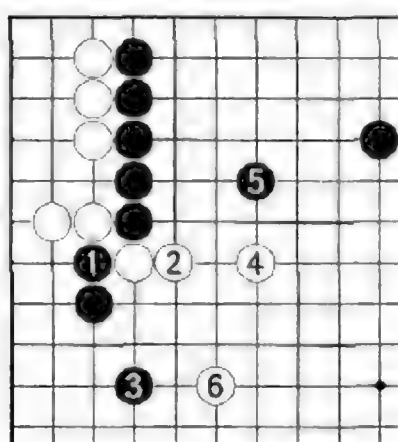
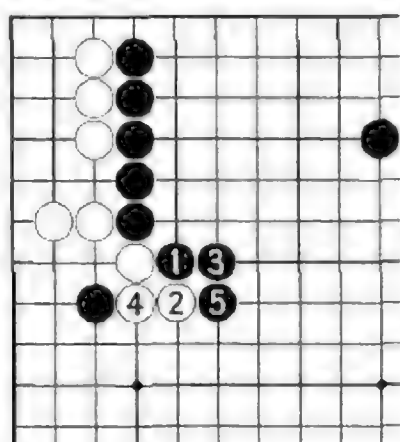


Figure 1 (1 - 33)



Dia. 1



Dia. 2

Figure 1 (1 - 33)

Black 17 is very tight. Black 'a' is usual, but Nieh must have been afraid that Cho would come in immediately at 17.

Black 23 looks quite strange. In this case, cutting with 1 in Dia. 1 is not interesting. Since White has the 4-20 enclosure at the bottom, Black's three stones on the side will come under attack after 6, while his moyo at the top is also held in check. Therefore, the conventional approach for Black would be to follow Dia. 2.

A Japanese professional would never think of dropping back to 23, as letting White split Black open with 24 to 28 seems too painful. However, on looking dispassionately at the result, one can concede that surrounding the top area with 29 might be the most appropriate strategy – if the top were any bigger, White would easily be able

to invade. Cho himself commented later, 'It makes you realize that there are various different approaches to go,' but at the time I'm sure he was satisfied with his position.

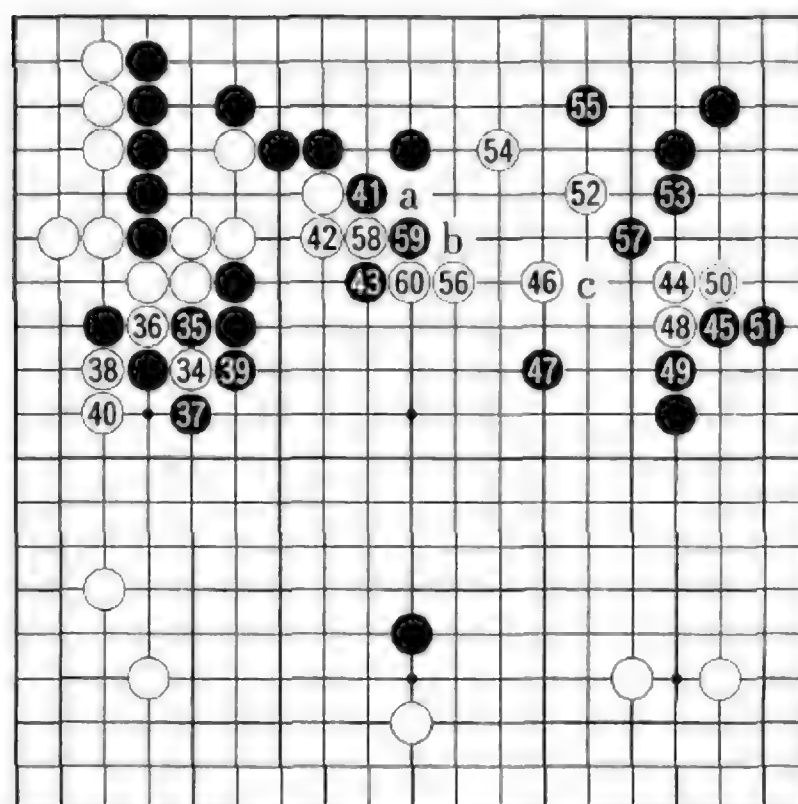


Figure 2 (34 - 60)

Figure 2 (34 - 60)

White 34 is a mistake. The cut with 36 to 40 is inferior to Black's ponnuki, which enables him to block off the centre with 41 and 43. White 34 should be at 41; if Black 'a', White hanes at 59; if then Black 'b', White is happy to push down through the centre with White 60 etc.

White 44 is best. Invading at the top would be too risky.

Black 45 is an overplay. Black can't hope to capture White, so he should cap at 'c' and force him into a small life on the side.

Black 47. Still better to enclose the top, though that would be inconsistent with 45.

Black 53 confirms that Black's aim from the outset has been to kill White, as attaching with 53 would be the key move for White to make eye-shape. However, Black drives White even further into his own moyo.

Black 57. Black 58 is the proper move (honte), but it would be impossible to kill White after White 57.

Figure 3 (61 - 100) (next page)

Black 65 is forced, but with 71 Black should attach at 'a' and capture the stones on the right.

White 76. Cho saves all his stones. White may not yet have definite eye-shape, but the adjacent

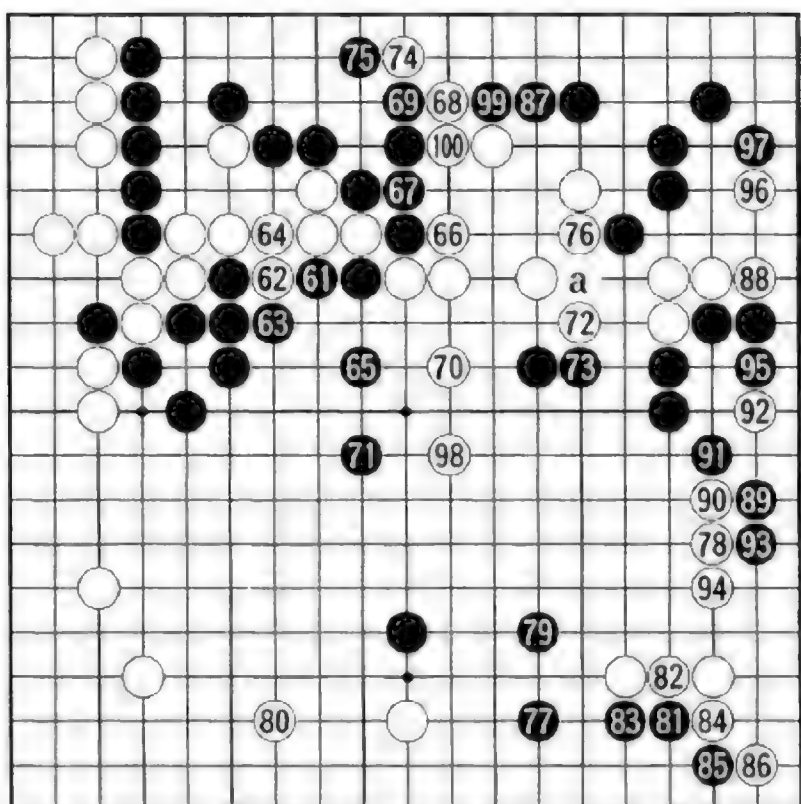


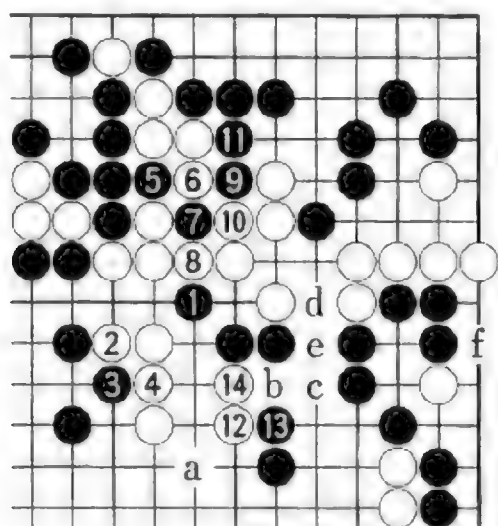
Figure 3 (61 - 100)

black positions are too weak for Black to attempt to kill him. Almost no trace remains of the majestic moyo Black had after 43 (unless you count ten points at the top and ten points in the top right corner). In effect, the game is over. However, Nieh does not give up.

Figure 4 (101 - 160)

White 2. More negative than the usual Cho. An all-out move like 4 instead of 2 is more in keeping with his style. Black might invade at 'a', but then White could attempt to kill him with 'b'. Cho presumably calculated that he could win even if he permitted Black 3, but his negative play in this and the next figure lets Nieh make the game very close.

White 18 is unnecessary. If Black attempts to kill White as in Dia. 3, White counters with 2 to 14. If next Black 'a', White easily makes two eyes with 'b', Black 'c', White 'd'; if Black 'c' at 'e', Black collapses after White 'f'. Kudo:



Dia. 3

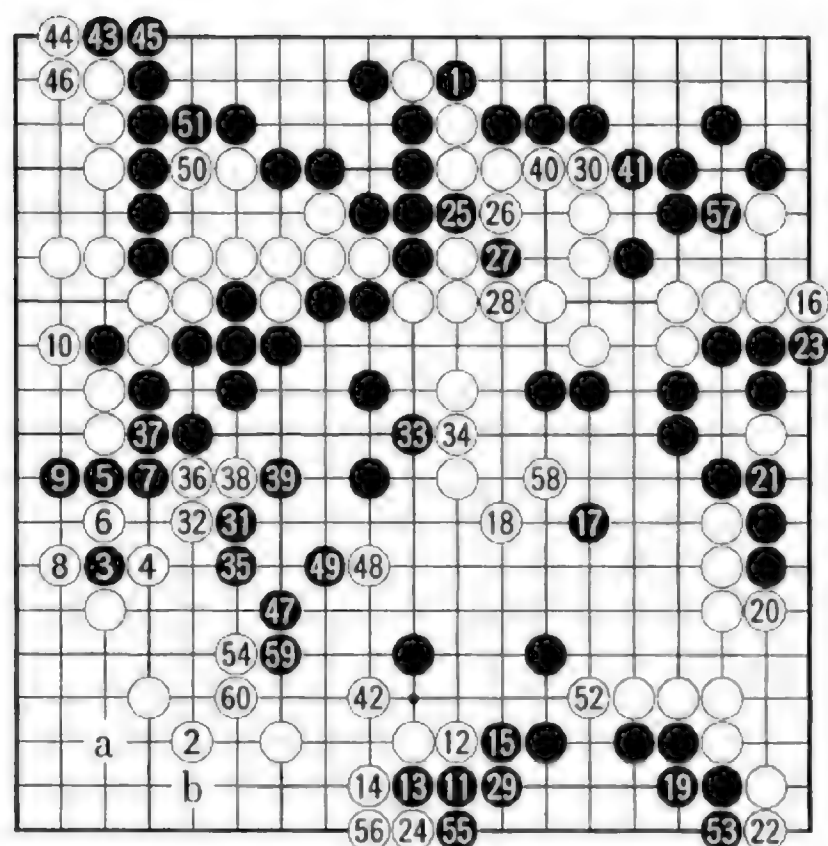


Figure 4 (101 - 160)

'Cho normally goes for quick profit, leaving eyeless groups lying around everywhere. It's incredible to see him play so nervously.' White 18 should be at 19.

White 58. Another slack move, making a third eye for this group. Thanks to Cho's extraordinary cautiousness, virtually all of his lead dwindled away.

Figure 5 (161 - 231)

Black 111 loses a point: it should be at 112. Nieh should have lost by only half a point.

Cho must have been relieved to end up in front despite the difficulty he had had in nursing his

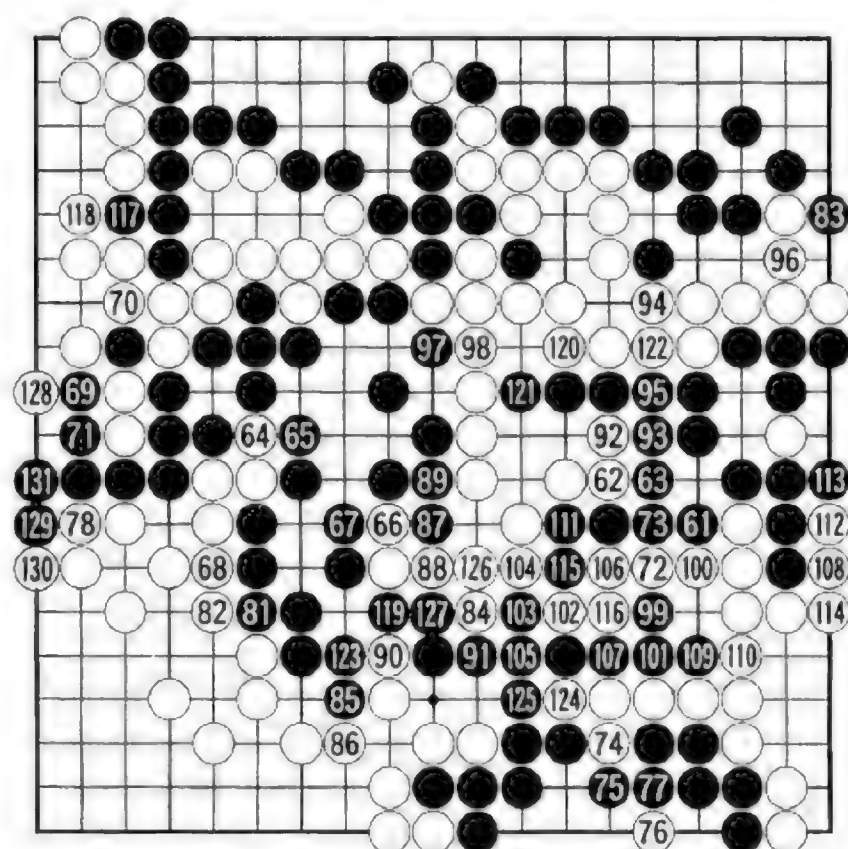


Figure 5 (161 - 231)

79: captures two stones (below 70); 80: retakes



K'ung Shang-ming playing Kobayashi Satoru in the first round

win. He plays much more coolly in his title games, so obviously he must have been feeling under tremendous pressure representing Japan.

White wins by 1½ points.

Round Two: K'ung v. Kobayashi Satoru

White: K'ung Shang-ming 7-dan

Black: Kobayashi Satoru 7-dan

Played on 26 May 1984 at the Nihon Ki-in.

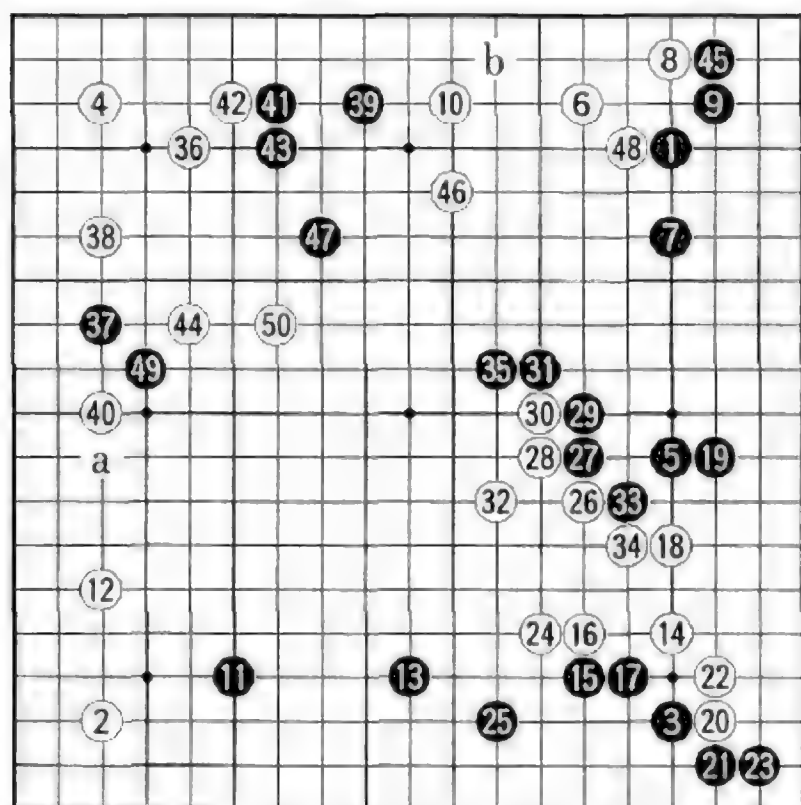


Figure 1 (1 - 50)

Figure 1 (1 - 50)

Black 39 is necessary. If at 'a', White would go ahead in territory with White 43.

White 48 defends against the threat of Black 'b'.

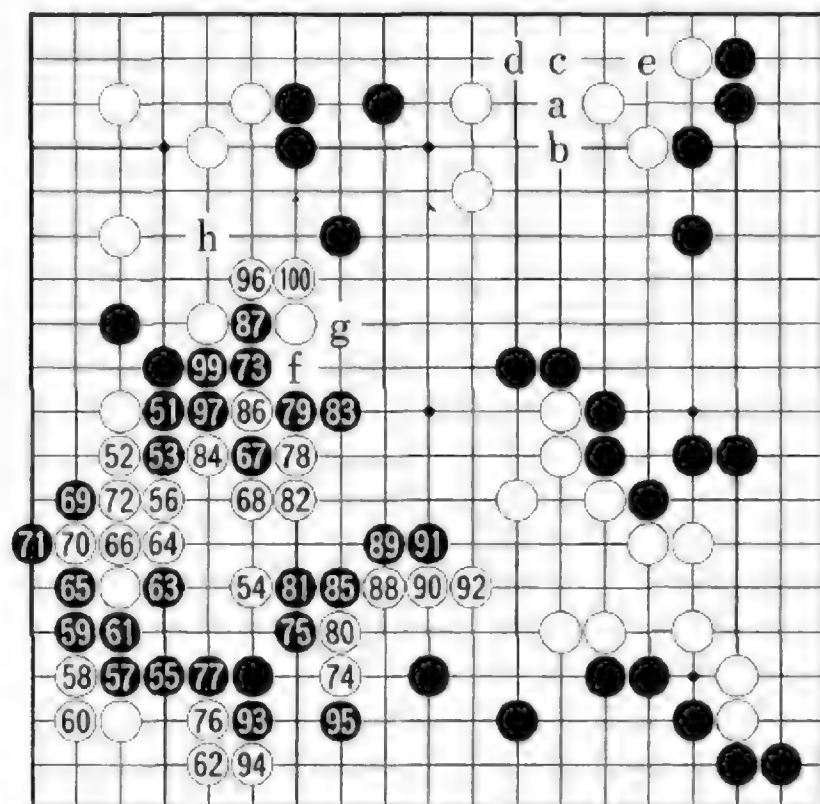


Figure 2 (51 - 100)

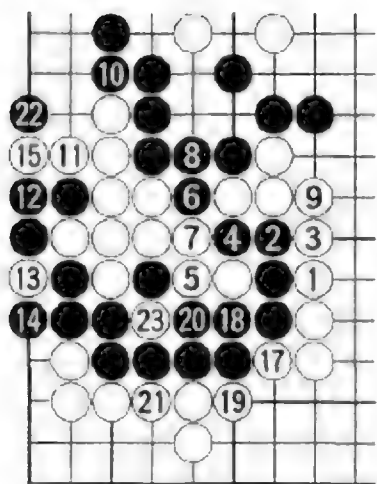
98: connects

Figure 2 (51 - 100)

White 74. If at 87, Black will hane at 82, leading to a disadvantageous fight for White. White tries to get out of trouble by attacking.

White 84 lets slip a chance to win the game. If White pushes up at 85, she gets the ko in Dia. 1 (next page). It will be her turn to take the ko; the only ko threat that Black has is 'a' at the top of the figure, but even after permitting Black 'b', White still has the aji of a ko with White 'c', Black 'd', White 'e', so this would not be enough for Black to win.

Black 85. Kobayashi was quite relieved at being able to play here.



Dia. 1

16: at 13

White 100. If at 'f', then Black 100, White 'g', Black 'h'.

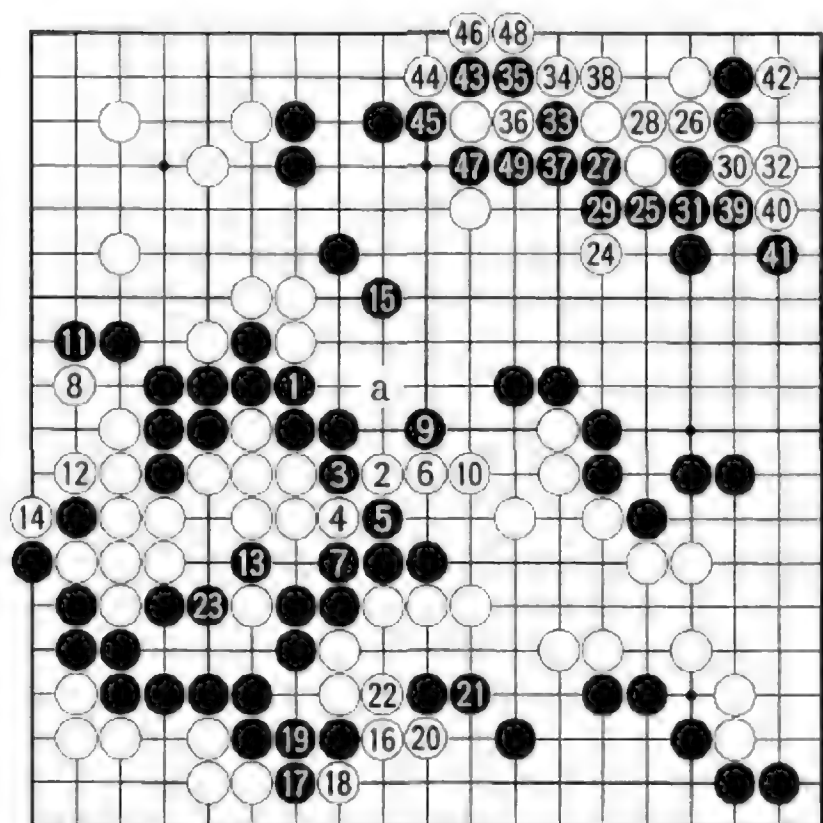


Figure 3 (101 – 149)

Figure 3 (101 – 149)

White 8. If at 'a', White loses the semeai by one move. Unfortunately for White, Black 9 defends against 'a' in sente.

Black 15. Black now has no more insecure groups; the game is his.

The furikawari (trade) at the top is slightly favourable for White, but Black is just playing safe.

Moves 150 to 277 omitted. Black wins by 8½ points.

K'ung had a tough time this tour, being matched against very strong opposition, but she did show her class by defeating Miyazawa and Kamimura Haruo, both highly regarded middle echelon players. As this game shows, she was also no push-over for Kobayashi. Her final record was the same as her husband's.

Round One: Ma v. Kato

White: Ma Hsiao-ch'un 9-dan

Black: Kato Masao, Oza

Played on 24 May 1984 at the Nihon Ki-in.

To conclude the first part of our report, here is a game for readers who like fighting. Unfortunately, there was no commentary available, but that should not hinder appreciation. The game starts with a very unusual sequence in the top right corner and gets more interesting as it goes on.

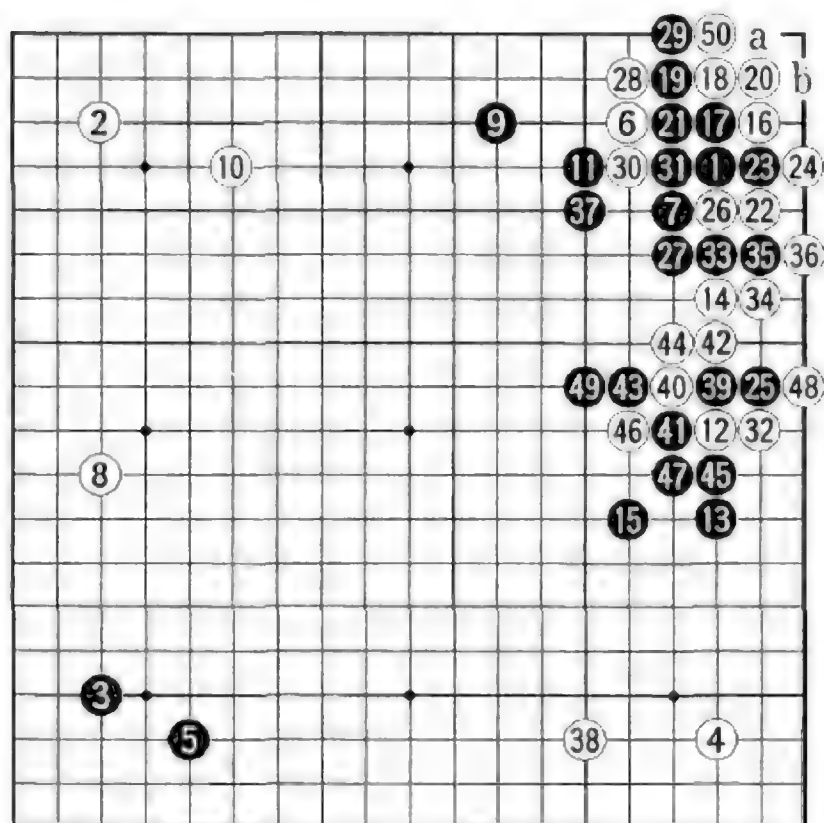


Figure 1 (1 – 50)

Figure 1 (1 – 50)

If White omits 50, Black gets a ko to kill the group with 'a', White 50, Black 'b'.

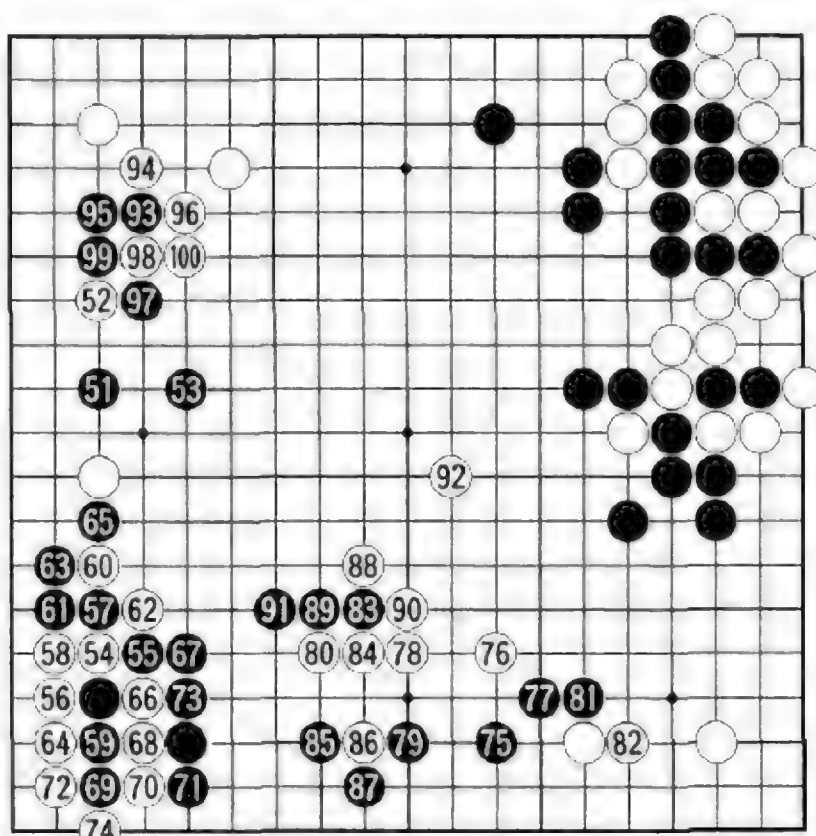


Figure 2 (51 – 100)

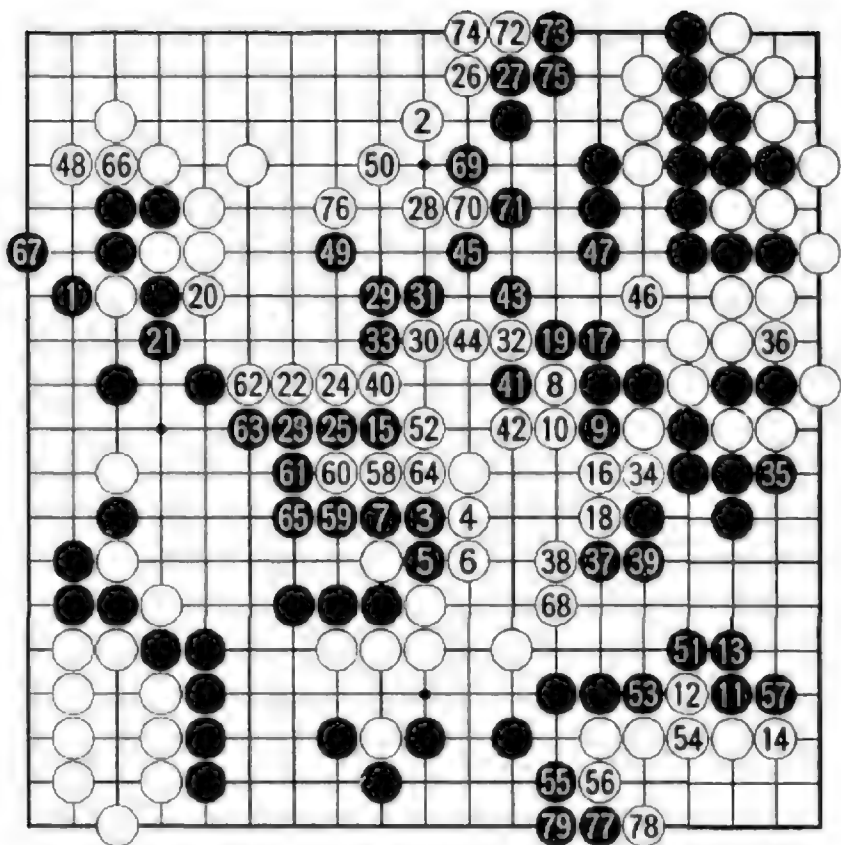


Figure 3 (101 – 179)

Ma tried to match Kato in the fighting kind of game the latter is so good at and wasn't quite able to bring it off. Although Ma saved his large group, Kato got too much territory in the process of attacking it. However, the fighting in the top right and the bottom left makes this a memorable game.

White resigns after Black 179.

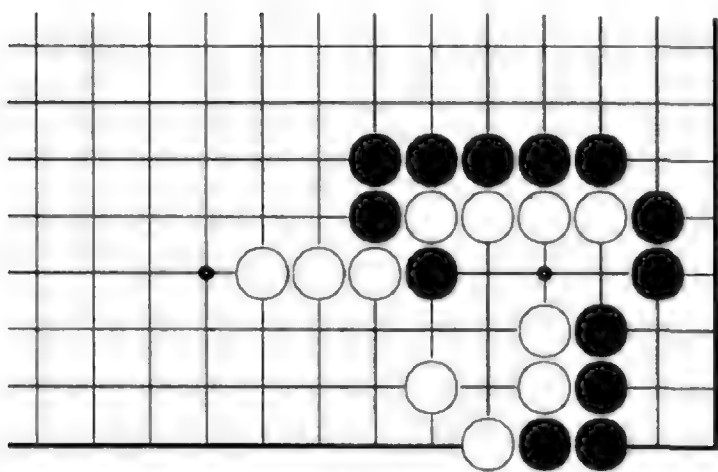
In our next issue we will present some more games from this tour, including the Kato-Nieh games.

(Commentaries taken from the Yomiuri newspaper.
Translated by John Power.)

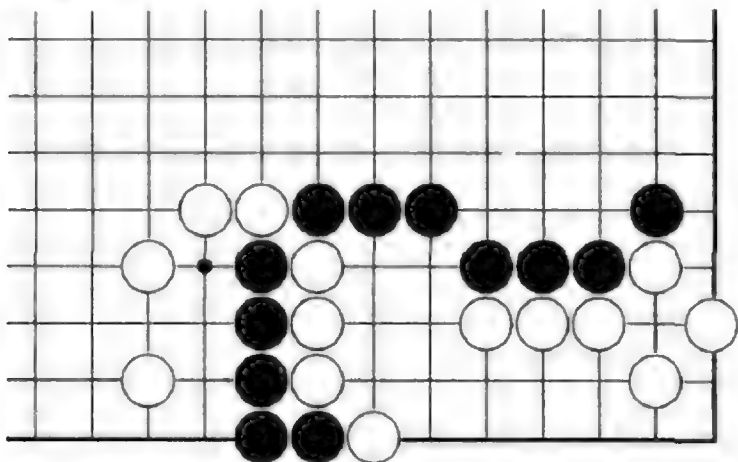
Tesuji Magic

Yamabe Toshiro 9-dan

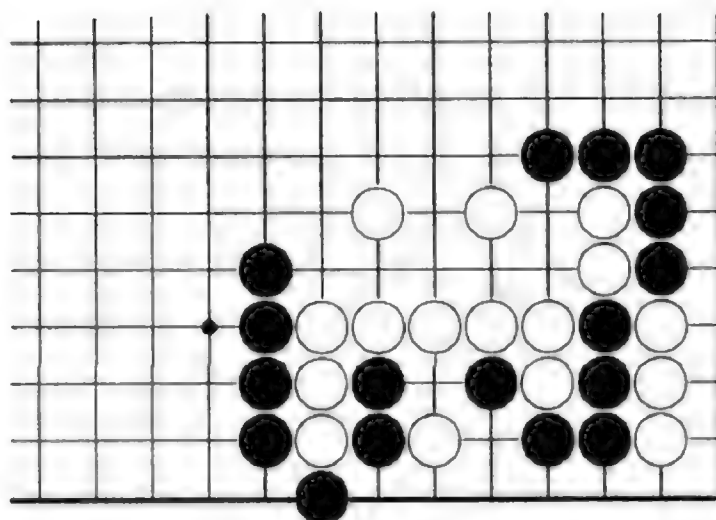
The tesuji problems below require a leap of the imagination to solve, but they should be within the reach of kyu-level players who are prepared to put their minds to solving them. If the obvious move doesn't work, try changing the timing.



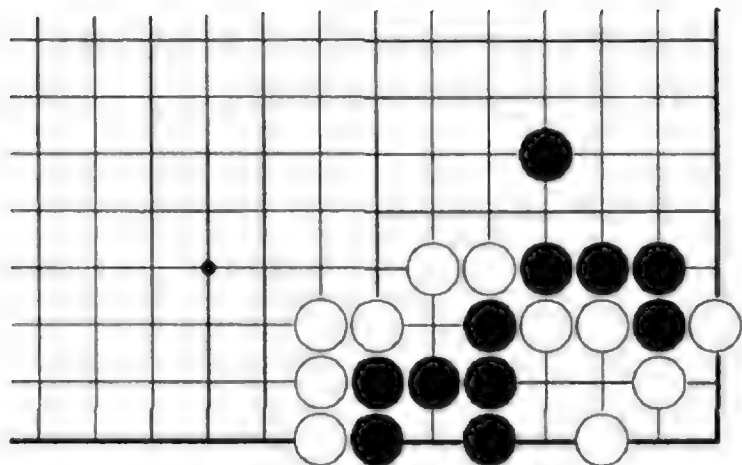
1. Black to play and take advantage of White's shortage of liberties.



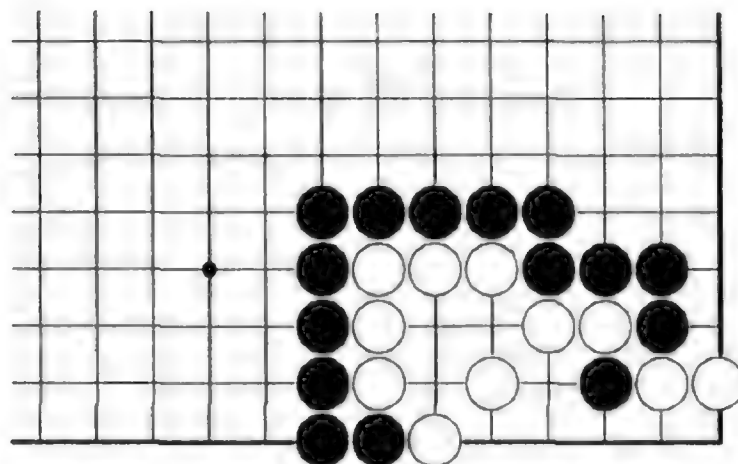
2. Black to play and save his five stones.



3. Black to play. Linking up on the edge is not as easy as it looks.



4. Black to play and win the fight. A seki or a ko is not good enough.



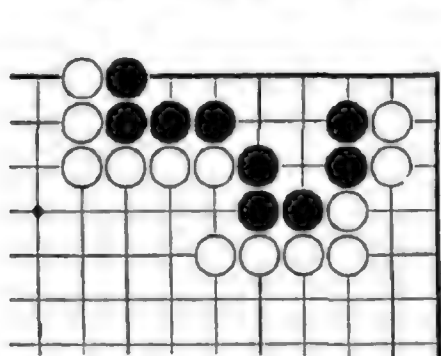
5. Black to play. How can he reduce White's area to the minimum size?

Answers on page 53.

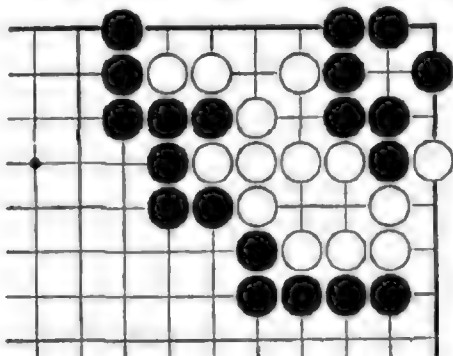
Basic Fighting Techniques

Miyazawa Goro 7-dan

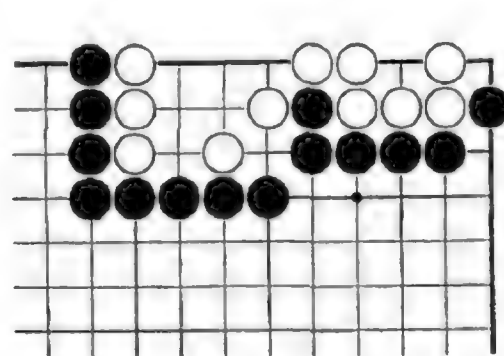
The three problems below all involve the same elementary tesuji. Anyone of mid-kyu strength should be able to solve them, while dan-level players should get them on sight. If you have any trouble, then this article may be what you need to bring your technique up to scratch.



1. White to play (6-kyu)



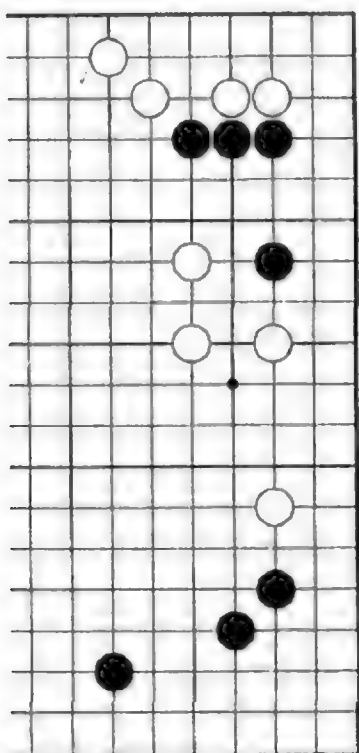
2. *White to play (3-kyu)*



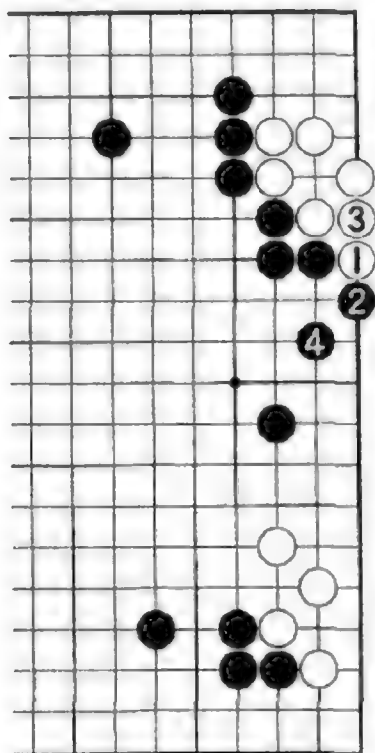
3. Black to play (1-dan)

Answers on page 55.

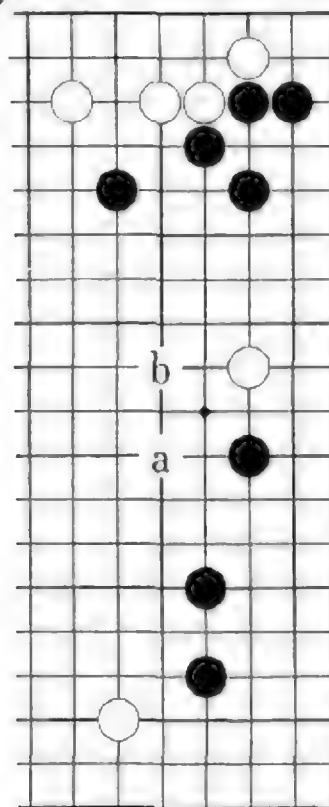
Good Style



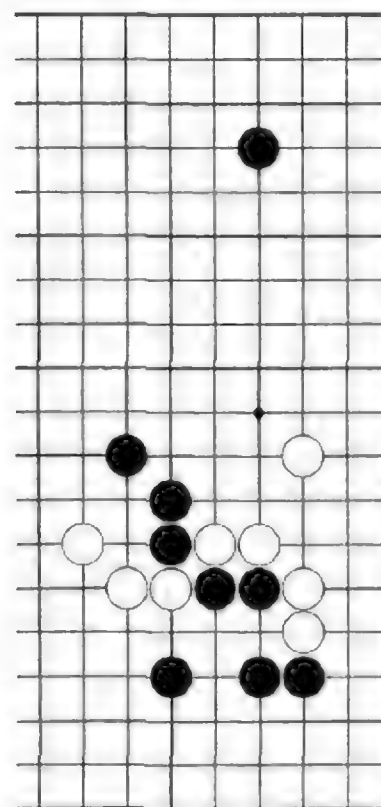
1. Black to play



2. *Black to play*



3. *Black to play*



4. *Black to play*

1. Black to play. What is the best way for him to secure his group?

2. White 1 and 3 are a bad mistake. How can Black take advantage of it? (White tenukies after 4.)

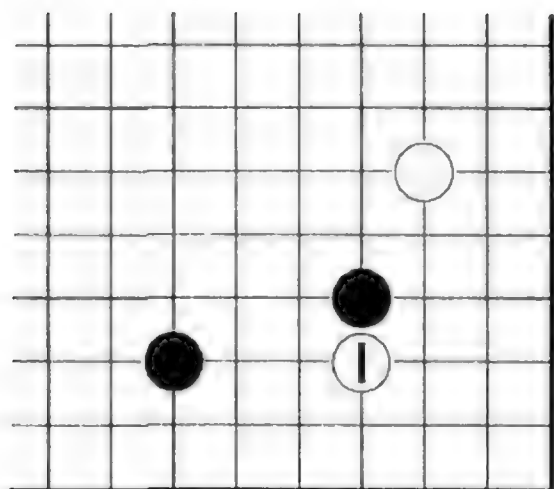
3. If Black 'a', White 'b' – can you find a more interesting way for Black to play?

4. What is Black's best move against the white group on the side?

Answers on page 57.

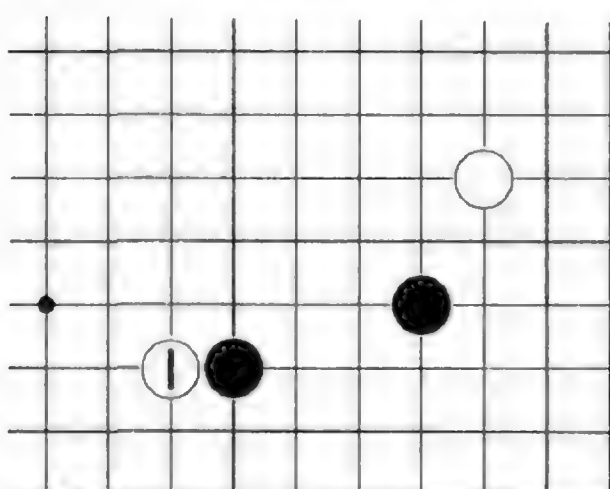
Three Trick Moves

Abe Yoshiteru 8-dan



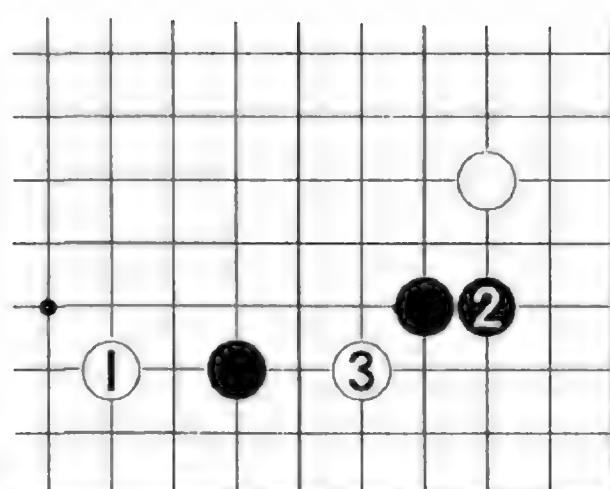
1. Black to play

Black must not react timidly when White plays 1. What is his best answer?



2. Black to play

White 1 is another scare tactic. How does Black handle it?



3. Black to play

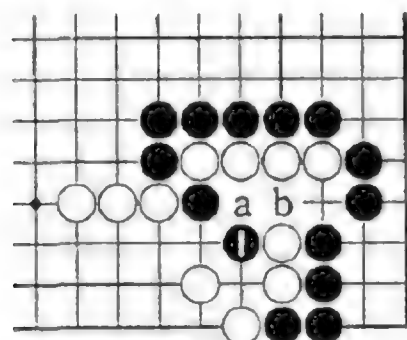
When White invades at 3, Black must be careful not to fall into his trap.

Answers on page 58.

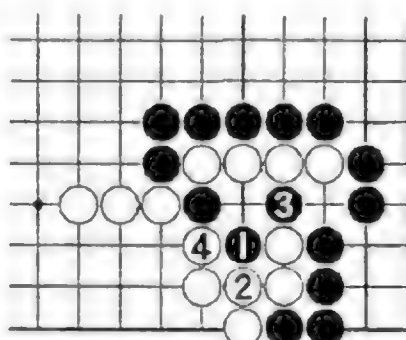
Tesuji Magic: Answers

Answer to Problem 1

Dia. 1. From the point of view of shape, Black 1 seems to be the key move. If White answers at 'a', Black makes the throw-in at 'b', which is double atari. But instead of 'a' —



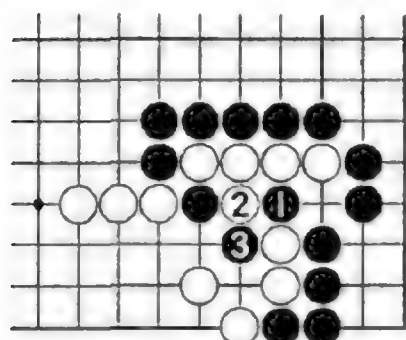
Dia. 1: wrong



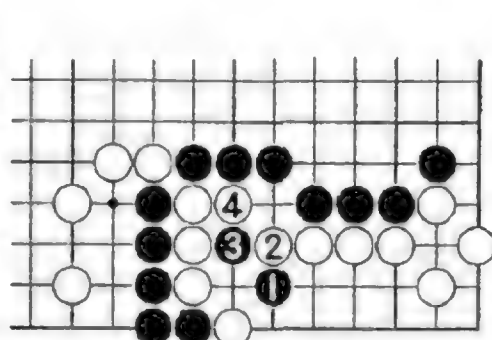
Dia. 2

Dia. 2. White can just connect at 2 here, after which Black 3 does not work.

Dia. 3. The first step is to make the hanekomi at 1. The idea is not to give White a chance to vary his answer as with 2 in Dia. 2. He must play 2, so now Black gets his double atari.



Dia. 3: correct

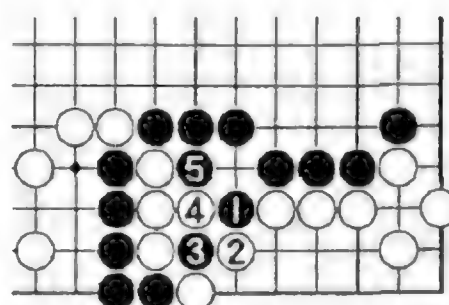


Dia. 1: wrong

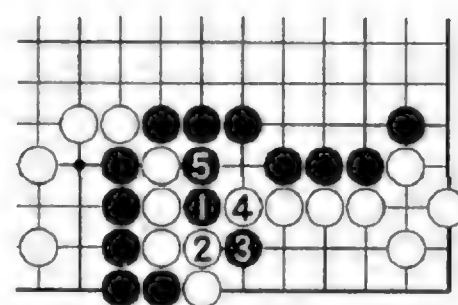
Answer to Problem 2

Dia. 1. The placement at 1 is the instinctive move, but it fails when White answers at 2.

Dia. 2. Black 1 is a little better, as it gets a ko with 3 and 5, but it is still not the correct



Dia. 2: wrong



Dia. 3: correct

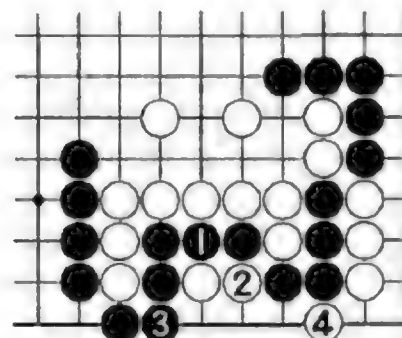
answer. (Note that Black 3, White 4, Black 1 would give the same result.)

Dia. 3. Black 1 is the vital point: White cannot save his three stones. If White 2, Black 3.

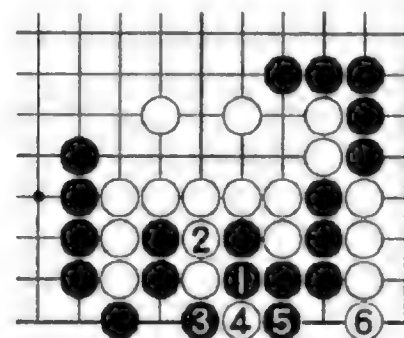
Answer to Problem 3

Dia. 1. Black 1, of course, is hopeless.

Dia. 2. Black 1 here looks better, but it still fails. White plays 2 and 4, then descends at 6, and Black cannot link up. Note that White must not capture the two stones; Black recaptures and gets an extra liberty, enabling him to escape.



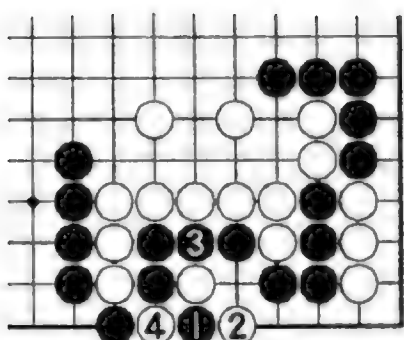
Dia. 1: wrong



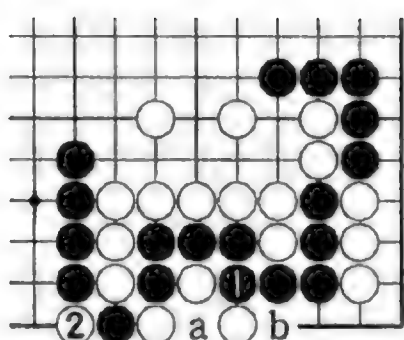
Dia. 2: wrong

Dia. 3. Black 1 is a little better, but White still gets a ko. After 4 —

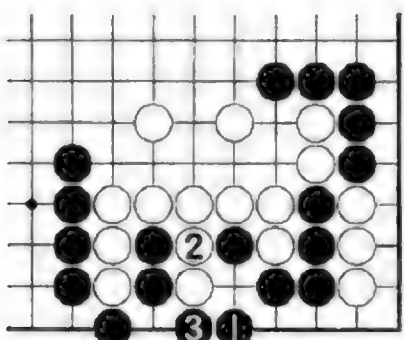
Dia. 4. If Black 1, White 2, and Black still has to fight the ko at 'a', as he cannot give atari at 'b'.



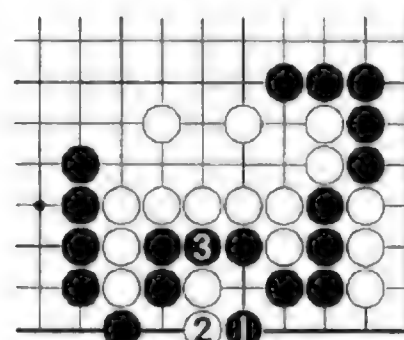
Dia. 3: wrong



Dia. 4: ko



Dia. 5: correct



Dia. 6: safe

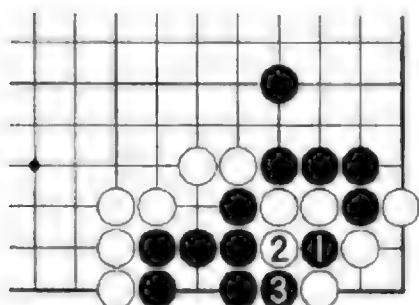
Dia. 5. The tesuji at 1 is the correct answer. If White 2, Black saves his stones with 3, picking up the corner white stones at the same time.

Dia. 6. Resisting with White 2 is futile.

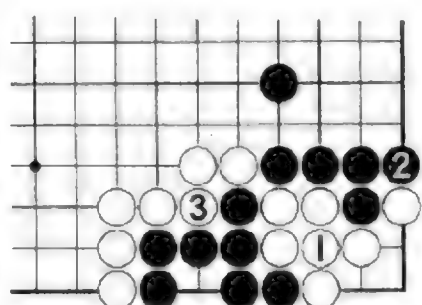
Answer to Problem 4

Dia. 1. The usual idea would be to make the throw-in at 1, but after 3 –

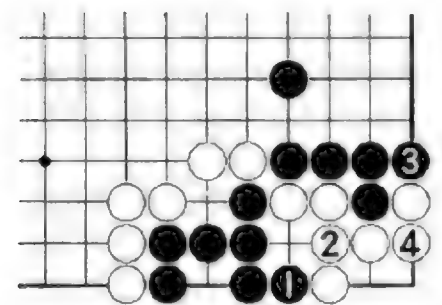
Dia. 2. White connects and Black finds himself a move behind.



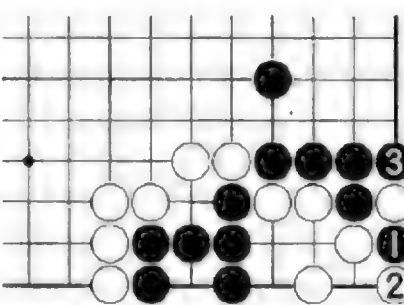
Dia. 1: wrong



Dia. 2: behind



Dia. 3: seki



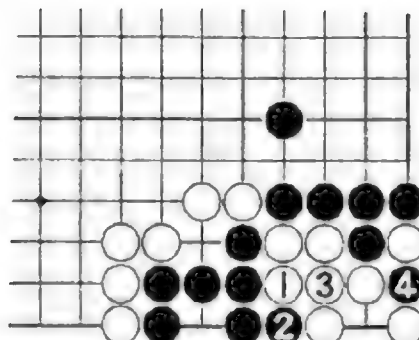
Dia. 4: wrong

Dia. 3. Black changes his approach with 1. This is better, but it still only gets him a seki.

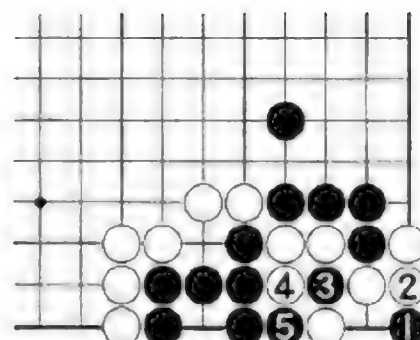
Dia. 4. What about trying to reduce White's liberties with 1? After 3 –

Dia. 5. White gets a ko, so this is still not the correct answer.

Dia. 6. The best move is the placement at 1. This is most effective in reducing White's liber-



Dia. 5: ko



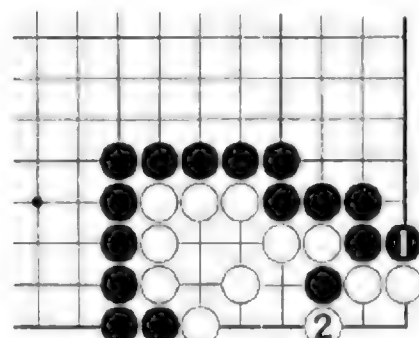
Dia. 6: correct

ties. If White 2, Black then makes the throw-in and wins the semeai. (White 2 at 3 is worse as Black plays 2 and wins the semeai even more easily.)

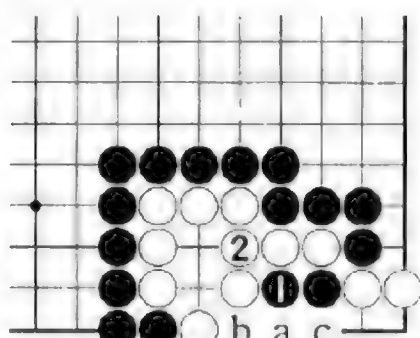
Answer to Problem 5

Dia. 1. Black 1 does nothing: White gets the maximum ten points in the corner.

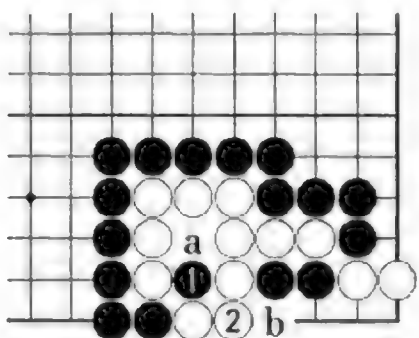
Dia. 2. Black 1 here is no better: White still gets ten points in the corner. If Black 'a', White gives atari at 'b'. After 2 –



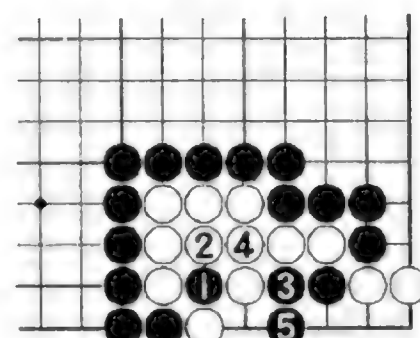
Dia. 1: wrong



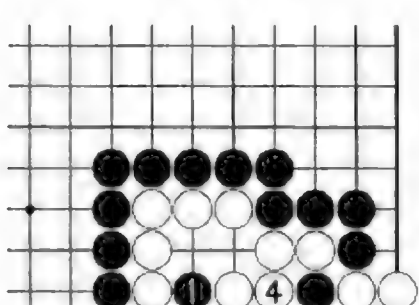
Dia. 2: wrong



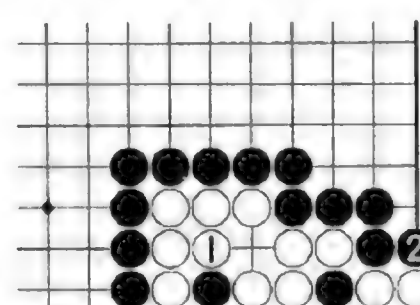
Dia. 3: failure



Dia. 4: correct



Dia. 5



Dia. 6

Dia. 3. If Black 1, White simply answers at 2 and nothing happens. (If White 'a' instead, Black could get a seki with 'b'.)

Dia. 4. The correct approach is to start with the throw-in at 1. If White 2, Black then plays 3 and 5. This way he gets his seki, as White cannot give atari from either side. That means that

White's corner territory has been reduced to one point — the stone he captured.

Dia. 5. If White answers at 2, Black counters with 3 and 5. Next —

Dia. 6. White must play 1, so Black captures

two stones. White now has three points, but Black gets four points in what was his corner territory, so this is even worse for White than Dia. 4.

(*'Let's Go'*, January 1984)

Basic Fighting Techniques Continued from page 52

Pattern 19: The 'under-the-stones' tesuji

The 'under-the-stones' (ishi-no-shita) tesuji is a very clever technique for killing groups when no other technique will work. The idea is to sacrifice some stones but in such a way that the opponent becomes vulnerable to recapture.

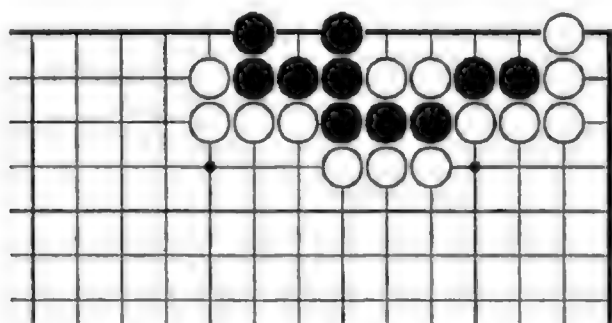
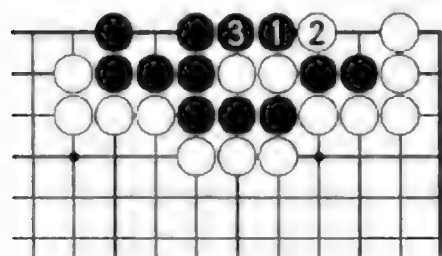
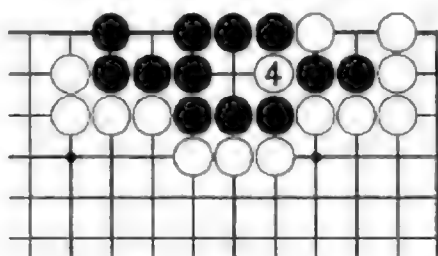


Illustration: Black to play

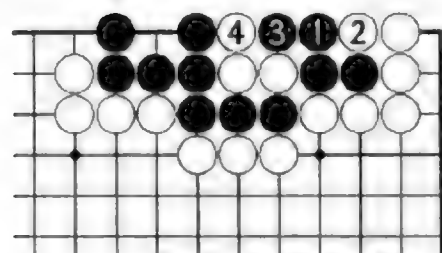
Securing life for this black group is no easy task. Simply capturing the two white stones is not good enough, as demonstrated in Dias. 1 and 2. After 3 in Dia. 1, White plays in at 4 in Dia. 2, and Black cannot get a second eye.



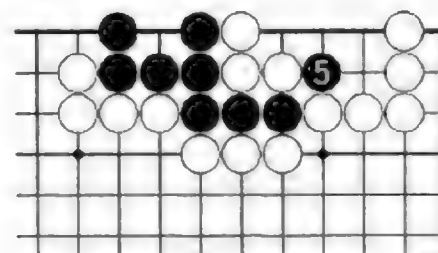
Dia. 1



Dia. 2



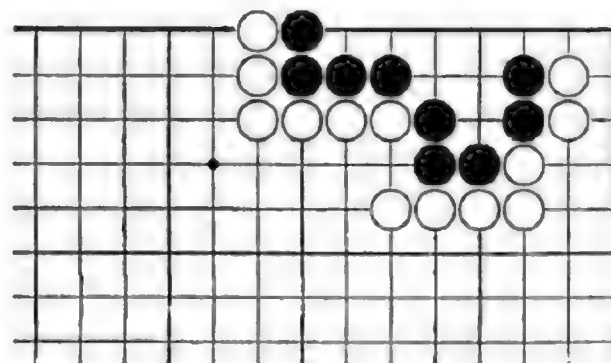
Dia. 3



Dia. 4

The solution is to make a sacrifice. First Black descends at 1 in Dia. 3, then when White gives atari he sacrifices yet another stone with 3, but after White captures with 4 —

Dia. 4. Black plays in 'under the stones' with 5, capturing White and this time making an impregnable eye.

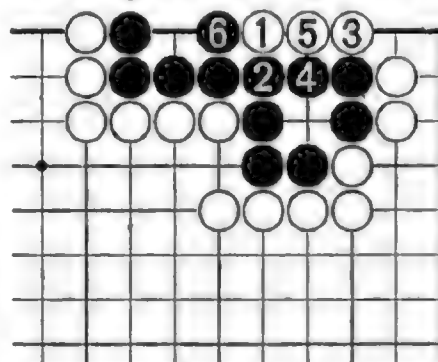


Problem 1: White to play

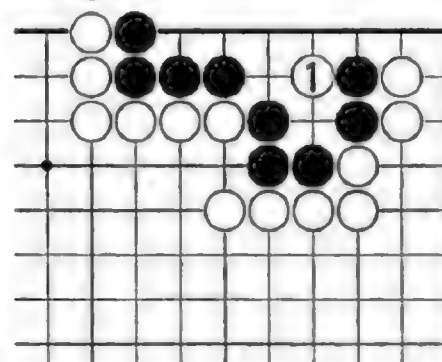
This position is one of the representative examples of 'under-the-stone' problems. To get the answer, you have to read eight moves ahead.

Dia. 1. White 1 may look like the key point, but it lets Black live easily up to 6.

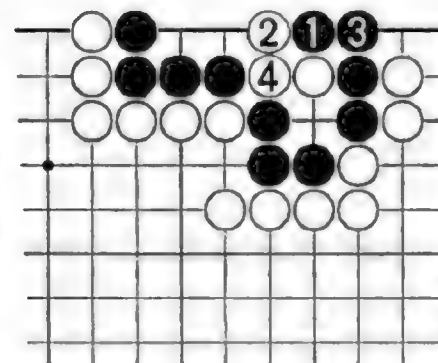
Dia. 2. The clamp at 1 is the correct answer, though it is only the first step.



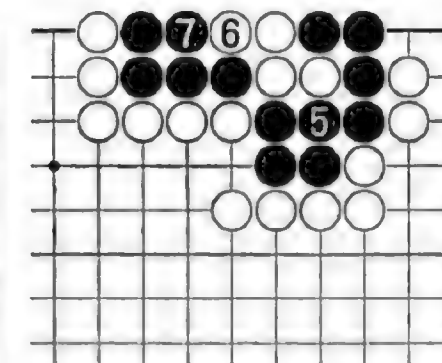
Dia. 1: alive



Dia. 2: correct



Dia. 3

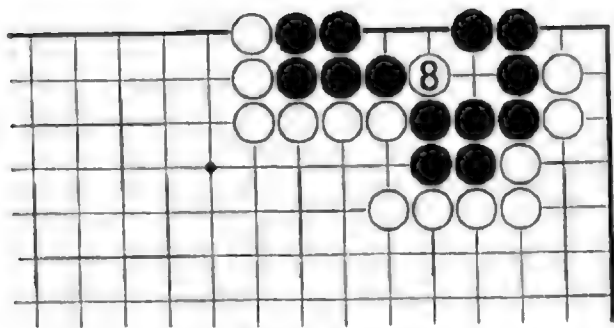


Dia. 4

Dia. 3. Black has no choice but to hane at 1. White then plays 2 and 4. Next —

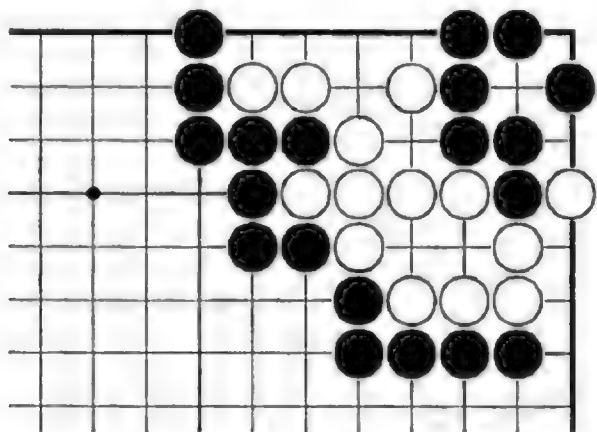
Dia. 4. Black's only move is to give atari at 5. With 6 we now come to the theme of 'under the stones'. After Black captures with 7 —

Dia. 5. (next page) White comes inside and captures with 8. '*Gekkan Go*' gives this as a 6-kyu



Dia. 5

problem. We hope that all our readers 6-kyu and above managed to solve it.

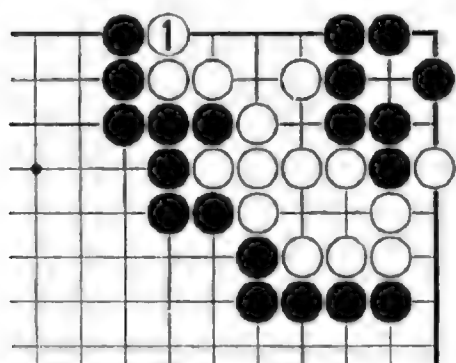


Problem 2: White to play (3-kyu)

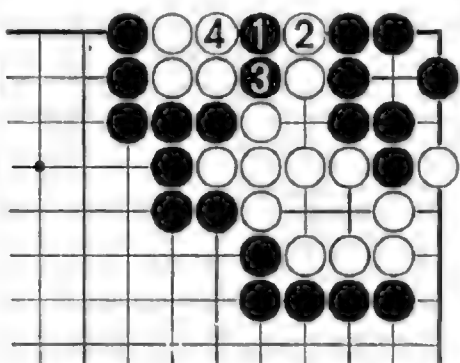
Somehow, White has to get another eye at the top.

Dia. 1. The first step is to block at 1, though it takes a bit of reading to see that it ensures life.

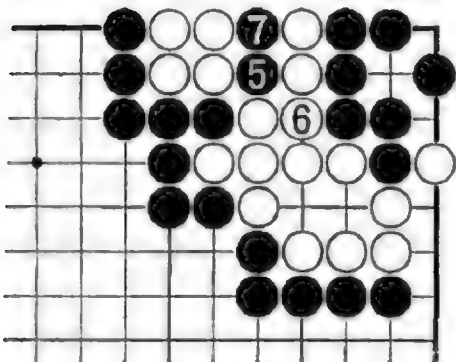
Dia. 2. Black of course attacks White's eye-shape with the placement at 1. After 2 to 4 –



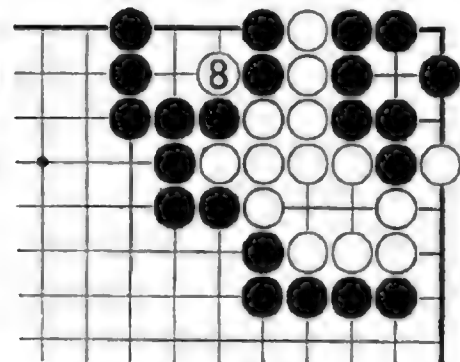
Dia. 1: correct



Dia. 2



Dia. 3

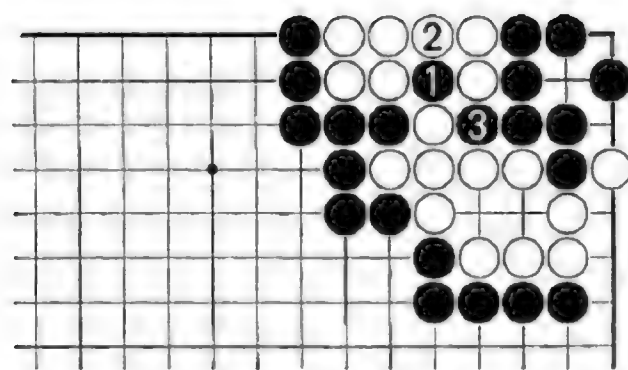


Dia. 4

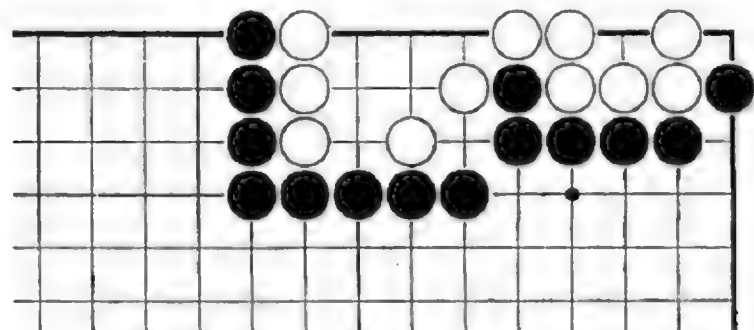
Dia. 3. Black plays in at 5. The key is now for White to answer at 6. After Black 7 –

Dia. 4. White recaptures and gets a perfect eye with 8.

Dia. 5. If White captures at 2 here instead of 6 in Dia. 3, Black of course destroys his eye with 3.



Dia. 5

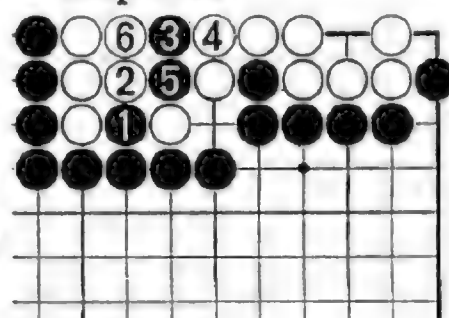


Problem 3: Black to play (1-dan)

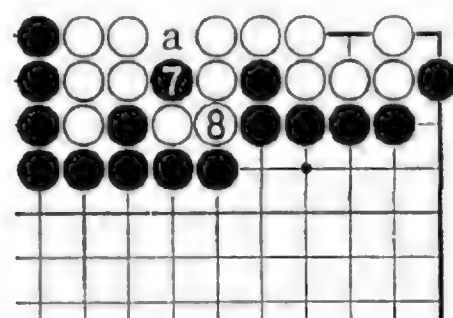
Killing White seems impossible. The problem for Black is to avoid being caught in the 'under-the-stones' tesuji by White.

Dia. 1. The combination of 1 and 3 looks natural, but it is bad. After Black makes his sacrifice –

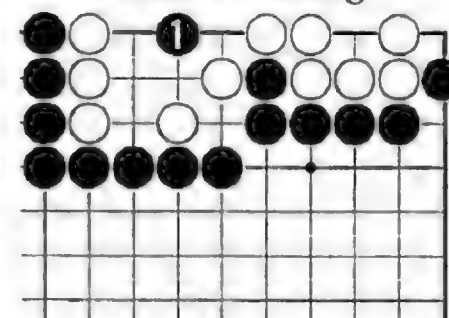
Dia. 2. He plays in at 7, hoping for White 'a', but White plays instead at 8. If Black captures at 'a' now, White plays in at the left of 7 and recaptures.



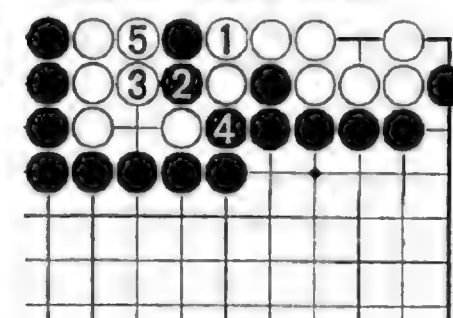
Dia. 1: wrong



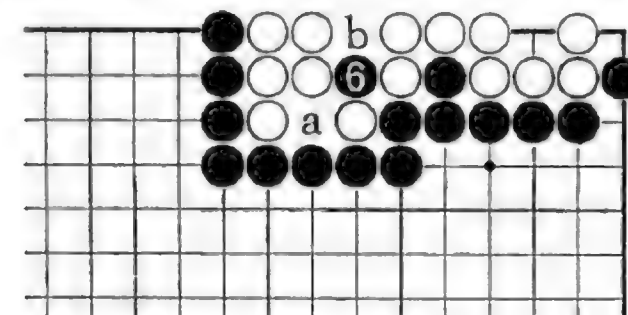
Dia. 2: White lives



Dia. 3: correct



Dia. 4



Dia. 5

Dia. 3. Black must start out with the placement at 1.

Dia. 4. White 1 is forced, after which Black sacrifices with 2. He forces White to capture at 5, then –

Dia. 5. He kills White with 6 – if White ‘a’, Black ‘b’ and vice versa. This way White does not get an ‘under-the-stones’ tesuji. The key to the solution is the difference in the location of 1 in Dia. 1 and 4 in Dia. 4.

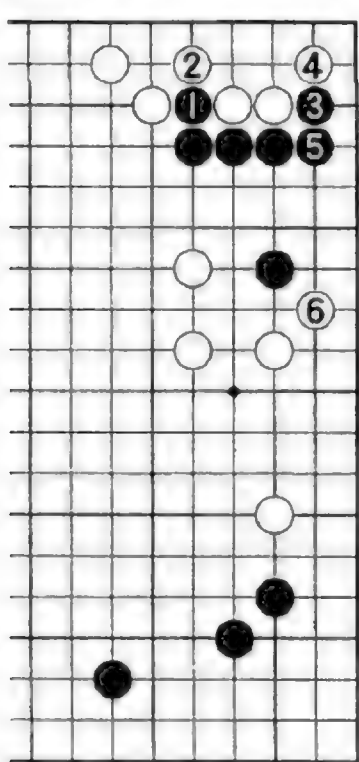
(‘Gekkan Go’, July 1979)

Good Style: Answers

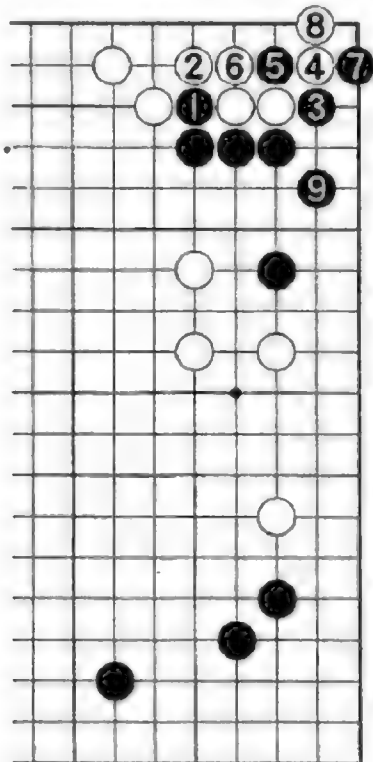
Problems given on page 52

Answer to Problem 1

Dia. 1. Forcing with 1 and 3 is the right idea, but if Black then connects at 5, White threatens his base with 6.



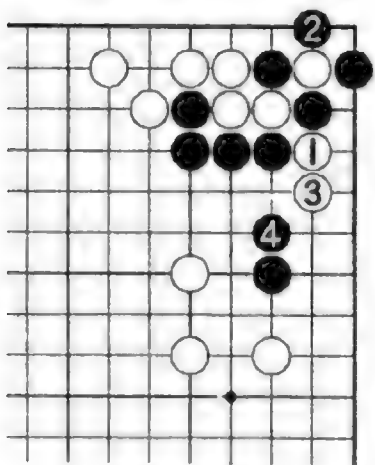
Dia. 1: wrong



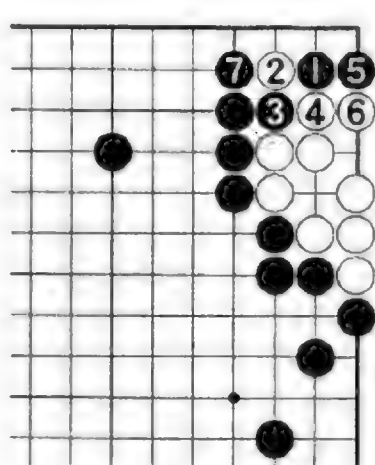
Dia. 2: correct

Dia. 2. Black should play further forcing moves with 5 and 7, then make the kosumi at 9. His group is now perfectly secure. Instead of 8 –

Dia. 3. If White gives atari at 1, Black captures him with 4.



Dia. 3

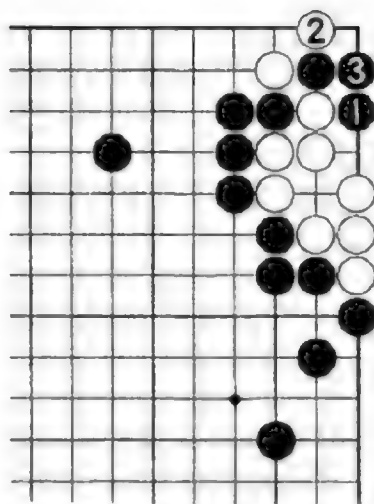


Dia. 1: wrong

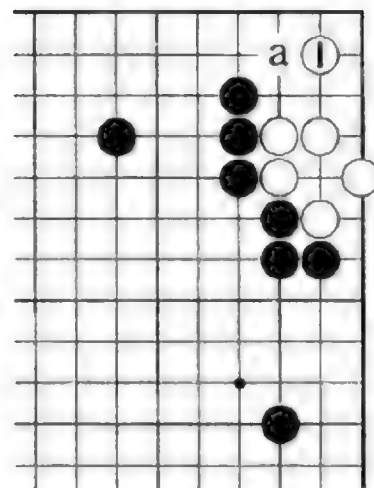
Answer to Problem 2

Dia. 1. In this position White cannot tenuki, as Black can attack with 1 and 3. However, White gets away with it if Black continues with 5. In fact, he lives in sente. Instead of 5 –

Dia. 2. Black must destroy White’s second eye



Dia. 2: correct



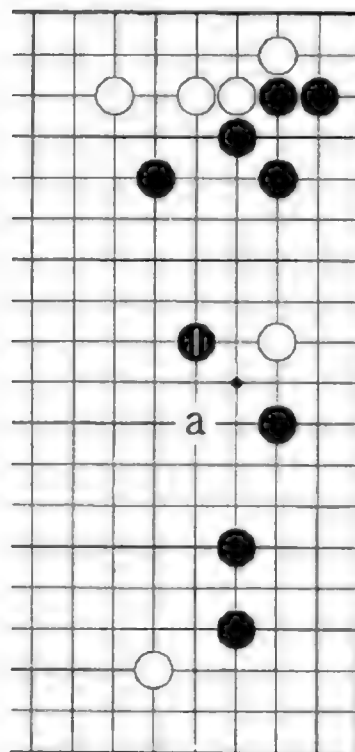
Dia. 3

with the hane at 1. White ataries once, but then is helpless because of shortage of liberties.

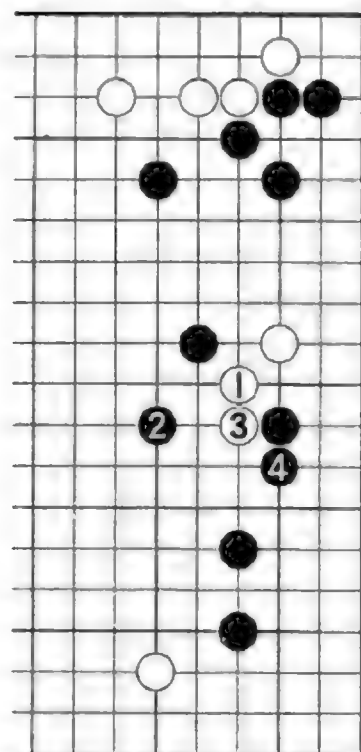
Dia. 3. In the original position, the correct move was simply to defend at 1 or ‘a’.

Answer to Problem 3

Dia. 1. In this position the usual move at ‘a’ is uninteresting, as White jumps to 1, so how about capping at 1? This capping move is often an effective way of seizing the initiative.



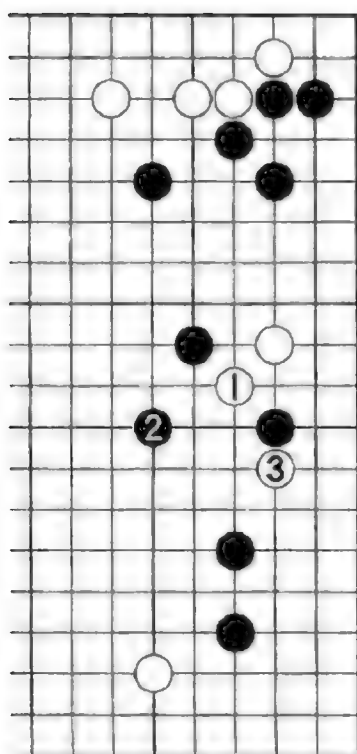
Dia. 1



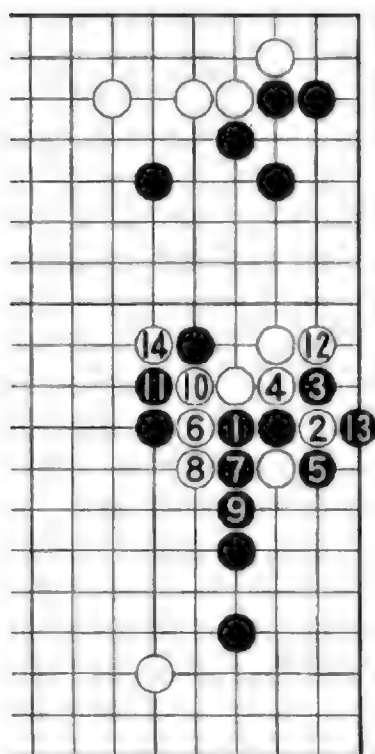
Dia. 2

Dia. 2. If White 1, the knight’s move of 2 is a standard technique for continuing the attack. If White 3, Black pulls back at 4, and White looks like having trouble settling his group.





Dia. 3



Dia. 4

Dia. 3. White may try something more imaginative, like the attachment at 3.

Dia. 4. Black naturally plays 1, but the 2–4 combination enables White to settle his group. If Black 5, White easily extricates himself with 6 to 14.

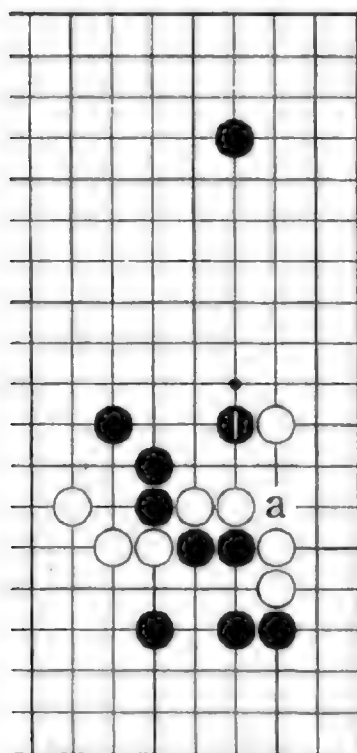
So, the answer to our original question on page 52 is that there is a more interesting way for Black to play, but it has its own pitfalls. Before following Dia. 1, you will have to size up your opponent quite carefully.

Answer to Problem 4

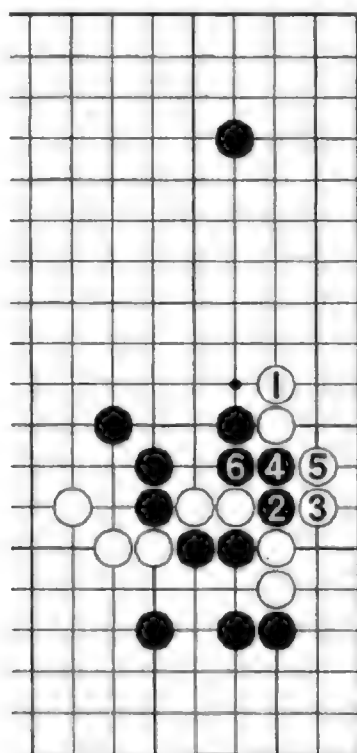
Dia. 1. Black 1 is the tesuji for fixing up Black's shape. It aims at the cut at 'a'.

Dia. 2. If White extends at 1, Black cuts and captures two stones. If White 3 at 4, Black just extends at 3.

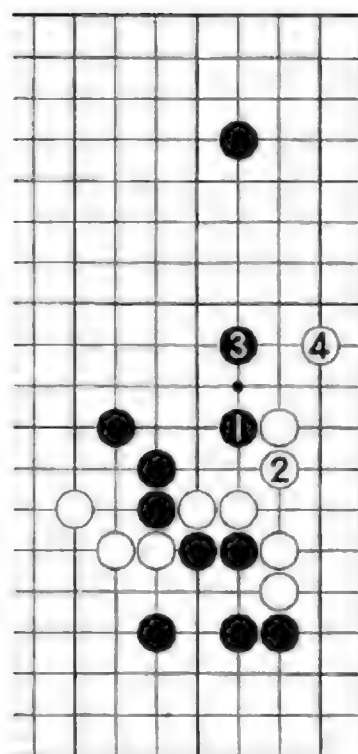
Dia. 3. White has no choice but to pull back



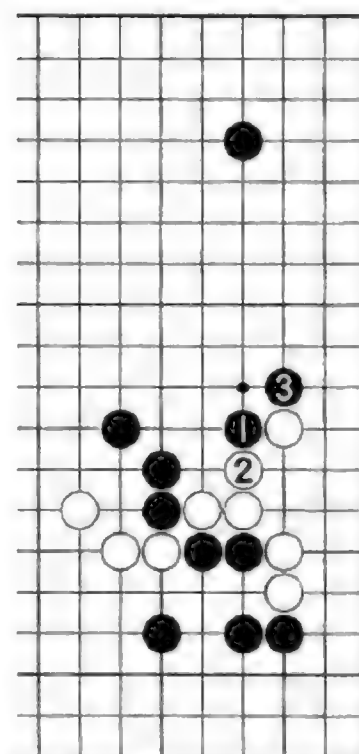
Dia. 1



Dia. 2



Dia. 3



Dia. 4

at 2, so Black jumps to 3, getting good shape.

Dia. 4. If White 2, Black hane at 3 and is guaranteed of getting a good result.

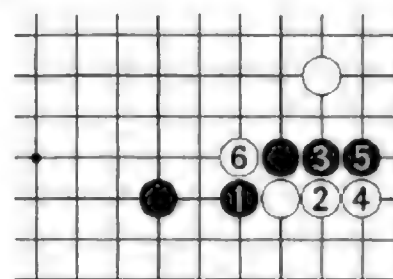
(*'Let's Go'*, January and May, 1984)

Three Trick Moves: Answers

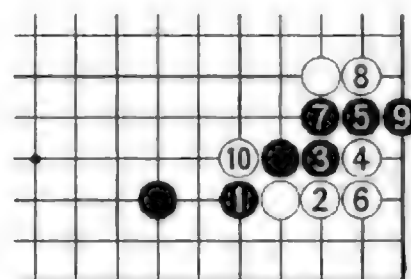
Answer to Problem 1

Dia. 1. The timid answer at 1 is just what White wants. The continuation to 6 leads to a difficult fight which involves a ladder. Instead of 4 –

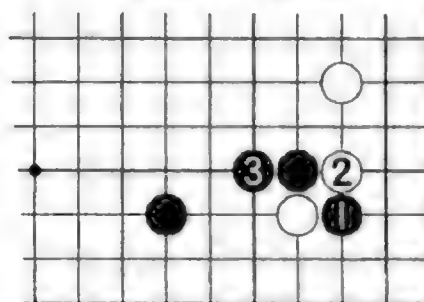
Dia. 2. White can also hane at 4 here. If Black stops him from connecting with 9, then the cut at 10 leads to trouble.



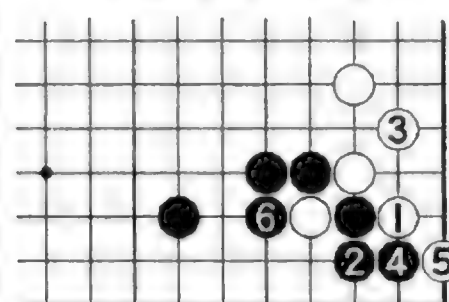
Dia. 1: timid



Dia. 2: trouble



Dia. 3: best



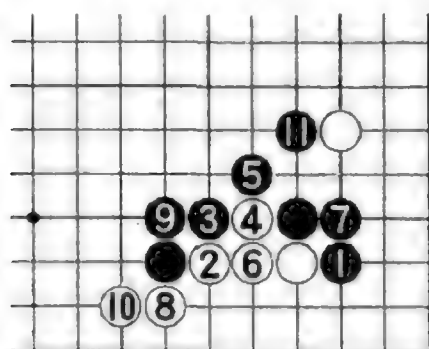
Dia. 4

Dia. 3. Blocking on the other side at 1 is the strongest and also the simplest answer. If White 2, Black extends at 3. This result is equivalent to White's attaching first at 2, then crosscutting. To continue –

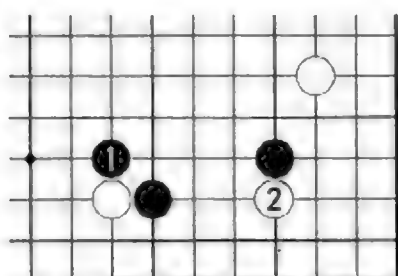
Dia. 4. The best White can do is to settle him-

self with 1 to 5. Black is satisfied with his corner territory. He has parried the trick move by forcing White to revert to a standard joseki.

Dia. 5. White may prefer to try to create complications by attaching at 2, but Black can be satisfied with answering him simply with 3 etc. Black's outside thickness up to 11 is superior to White's territory.



Dia. 5: good for Black



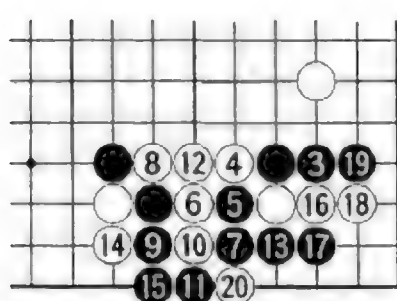
Dia. 1: aggressive

Answer to Problem 2

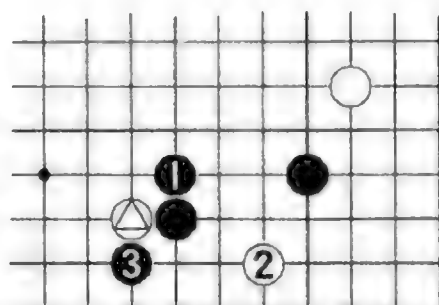
Dia. 1. Black 1 is a strong move, but in a handicap game it might be too aggressive. White 2 creates complications. Next –

Dia. 2. The sequence here is one trap Black could fall into.

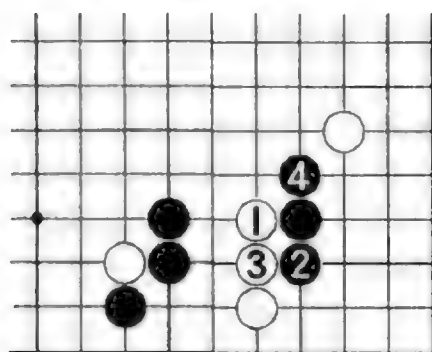
Dia. 3. I recommend simplifying the position by extending up at 1. If then White 2, Black hanes at 3 and takes the initiative on the side. The exchange of the marked stone for Black 1 is bad for White.



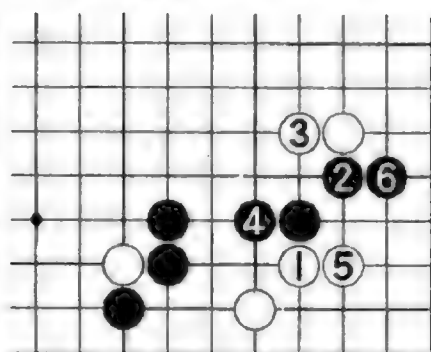
Dia. 2: tricked



Dia. 3: simplest



Dia. 4: bad for White

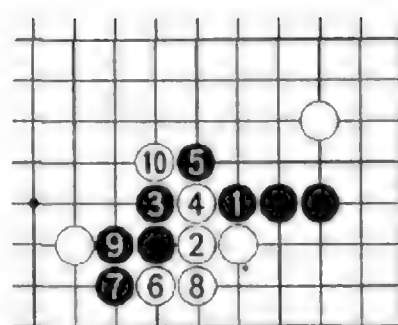


Dia. 5: bad for White

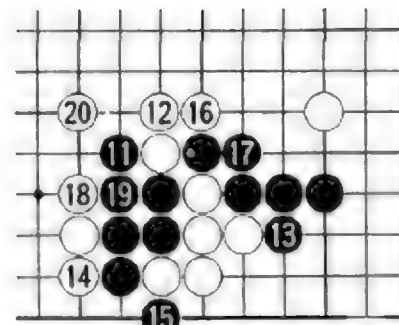
Dia. 4. If White continues with 1 in the corner Black answers simply with 2 and 4. This result, with White's stones split into three, is terrible for White.

Dia. 5. If instead White 1, Black again tries to simplify with 2 and 4. The best White can do is to live on a small scale in the corner, while Black can look forward to attacking his two stones on

the side.



Dia. 1: correct



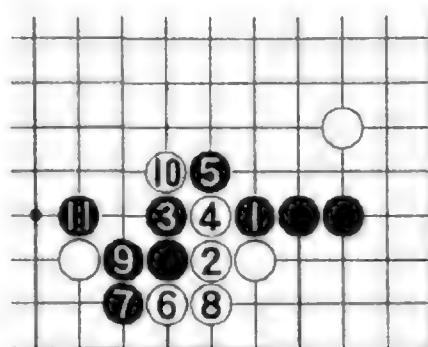
Dia. 2: tricked

Answer to Problem 3

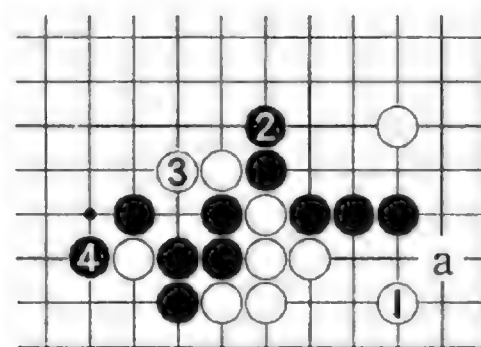
Dia. 1. Black cannot let White get away with his arrogant invasion, so the uncompromising answer at 1 is correct. However, a problem arises when White cuts at 10.

Dia. 2. If Black plays 11 and 13, he can capture the five white stones, but actually this falls into the trap. White squeezes up to 20 and scores a great success.

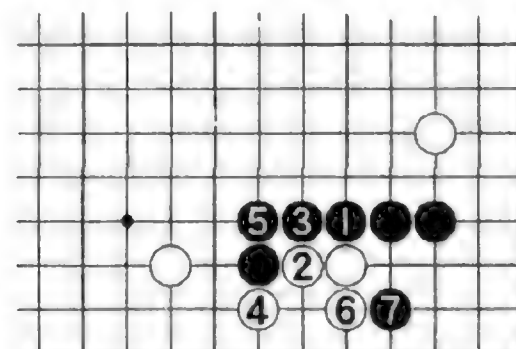
Dia. 3. Up to 10 is O.K., but then Black must hane at 11 instead of trying to capture the white stones. Next –



Dia. 3: correct



Dia. 4: good for Black



Dia. 5: a little inferior

Dia. 4. White has to play 1 to live, so Black can extend at 2. If White 3, Black answers solidly at 4. He is satisfied with his outward influence. White still has to add a stone in the corner or Black will kill him with 'a'.

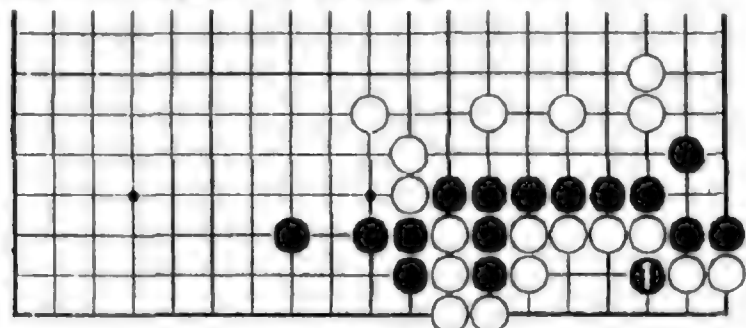
Dia. 5. If Black is afraid of the complications of Dias. 1 to 4, he can always answer straightforwardly with 1 to 5 here. Attaching next at 7 secures the corner territory. However, connecting underneath in sente means that White has got away with his overplay.

(*'Let's Go'*, May 1984)

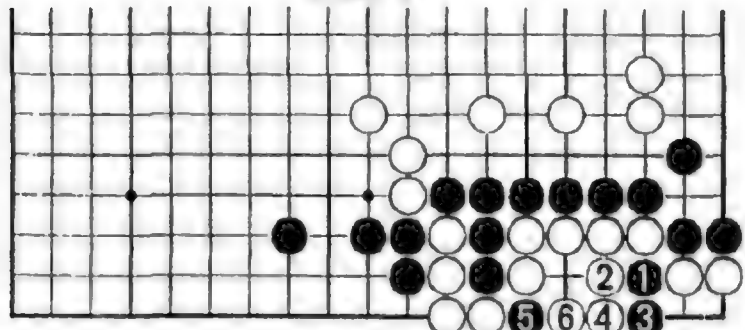
Life-and-Death Problem: Answer

(Problem given on page 19)

Dia. 1. Black has only one eye, so he is going to have to capture some white stones to get his second. He begins by making the cut at 1.



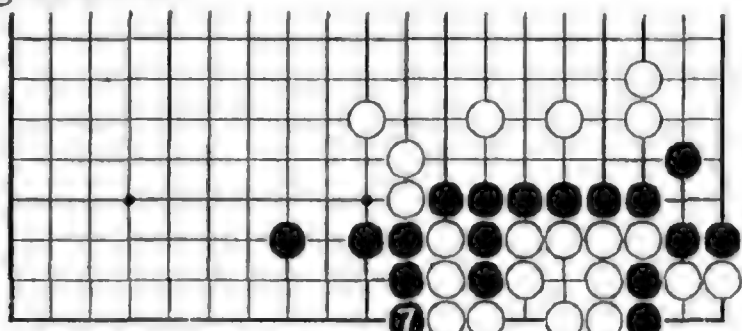
Dia. 1



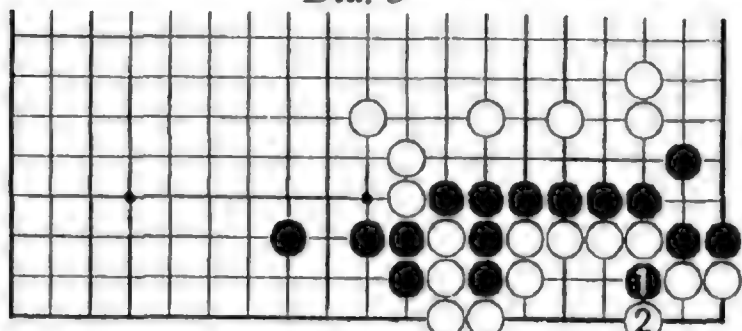
Dia. 2

Dia. 2. If White 2, Black plays 3, then throws in at 5. Next —

Dia. 3. Black gives atari at 7 and White cannot connect. However, White 2 in Dia. 2 is not the strongest answer.



Dia. 3

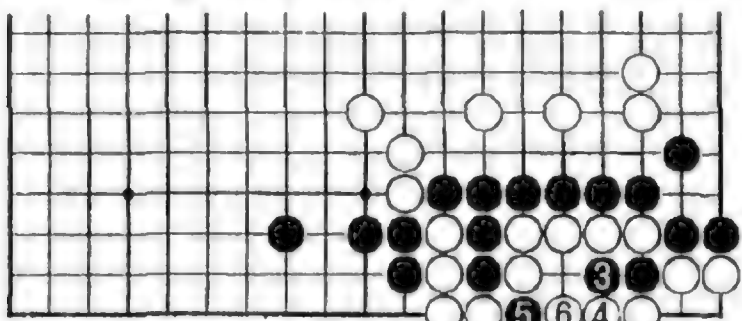


Dia. 4

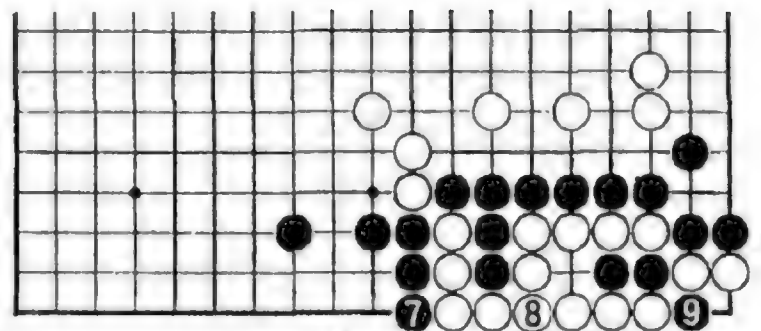
Dia. 4. White 2 here makes it a bit harder for Black.

Dia. 5. Black plays 3, then again throws in at 5. Next —

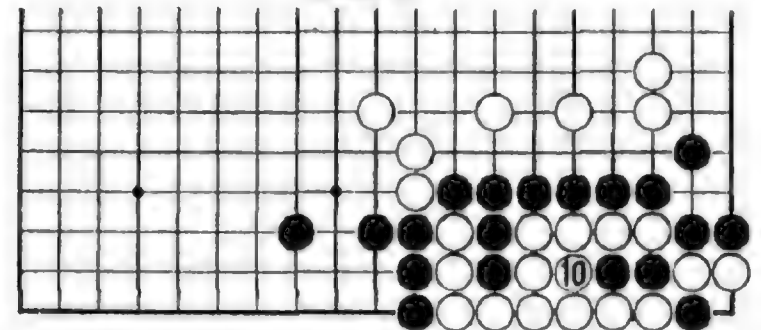
Dia. 6. He gives atari at 8. If White connects,



Dia. 5



Dia. 6

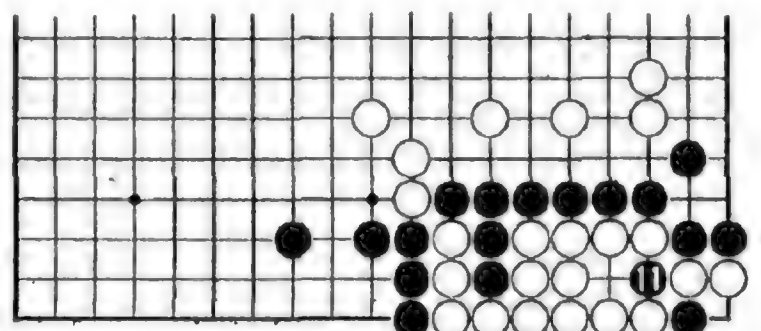


Dia. 7

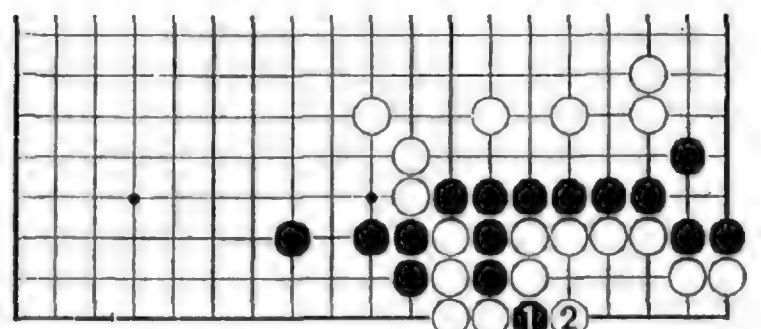
Black throws in at 9.

Dia. 7. If White 10 —

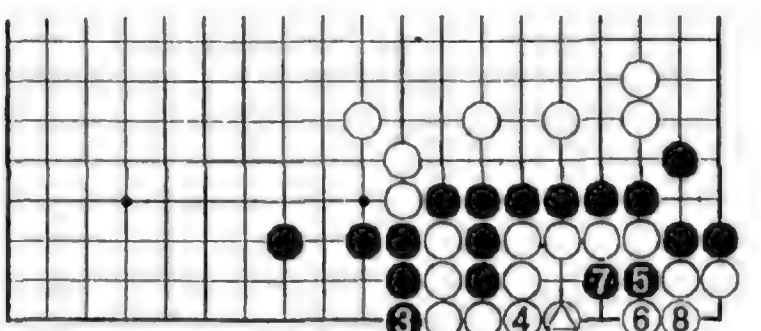
Dia. 8. Black throws in at 11. This is the famous 'double snapback' position: White puts himself in atari if he captures either stone.



Dia. 8



Dia. 9



Dia. 10

Dia. 9. Black must not start out by making the throw-in at 1. When he changes the timing —

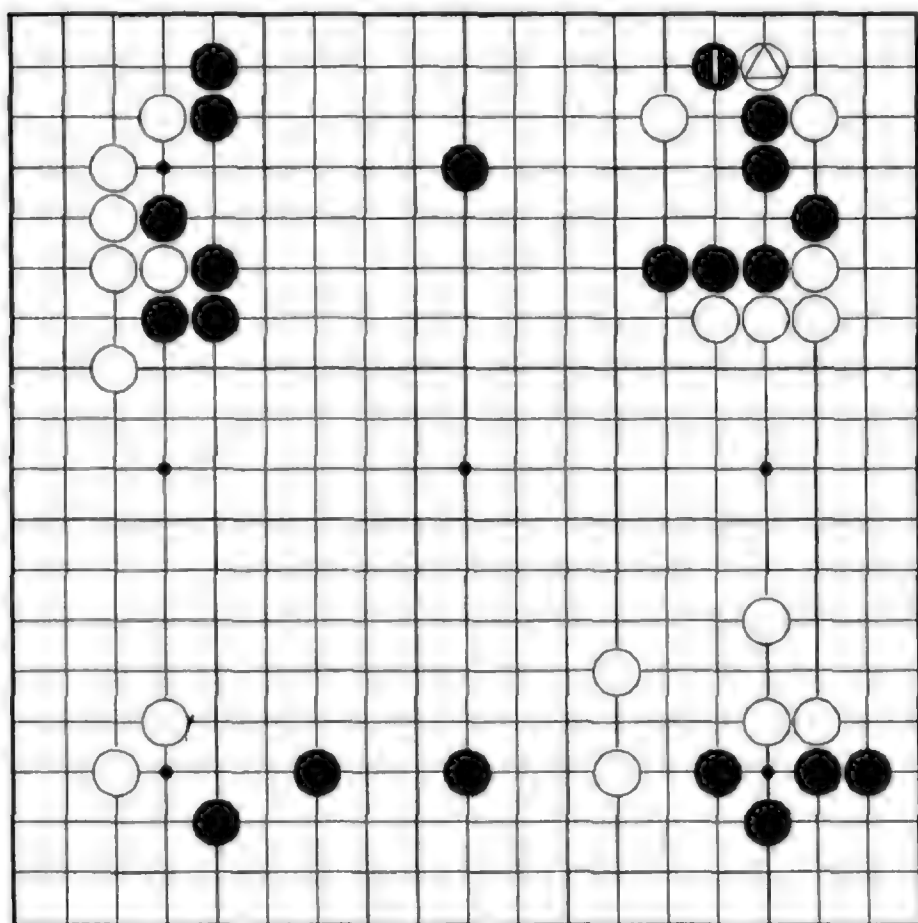
Dia. 10. White can answer Black 7 by connecting at 8. Thanks to the marked stone (White 2 in Dia. 9), he is safe: Black cannot give atari.

('Igo Club' supplement, December 1982)

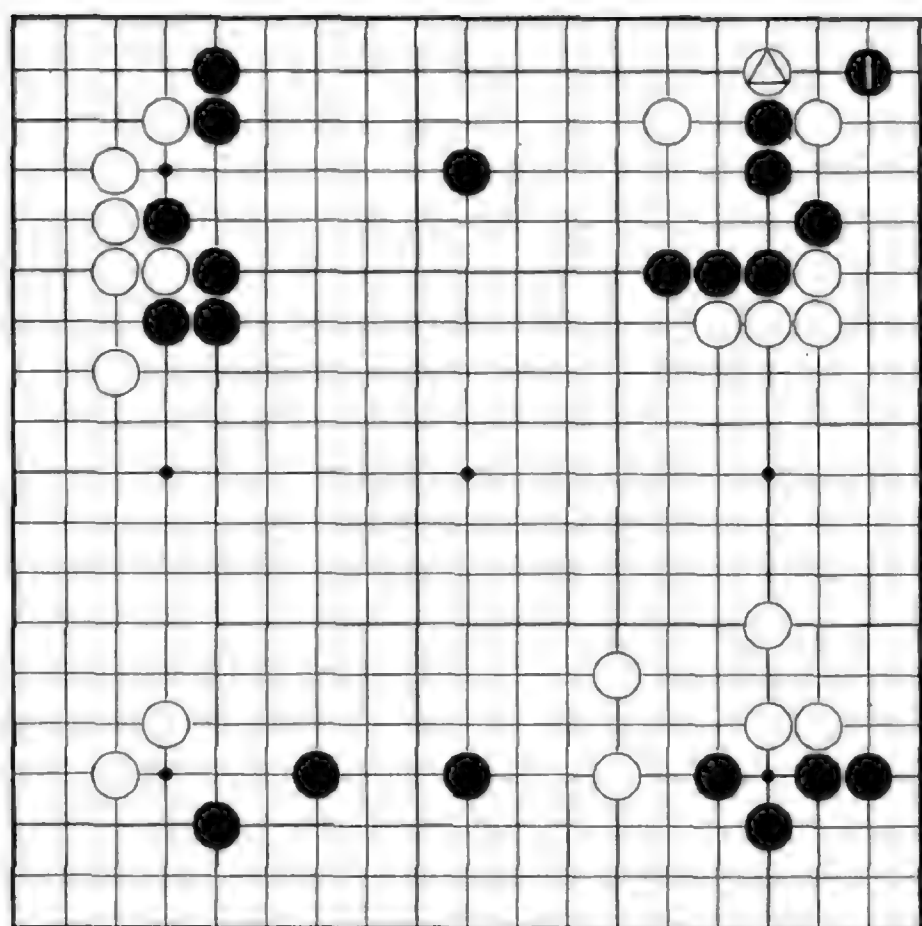
The Great Joseki Debate

Honda Kunihisa 9-dan

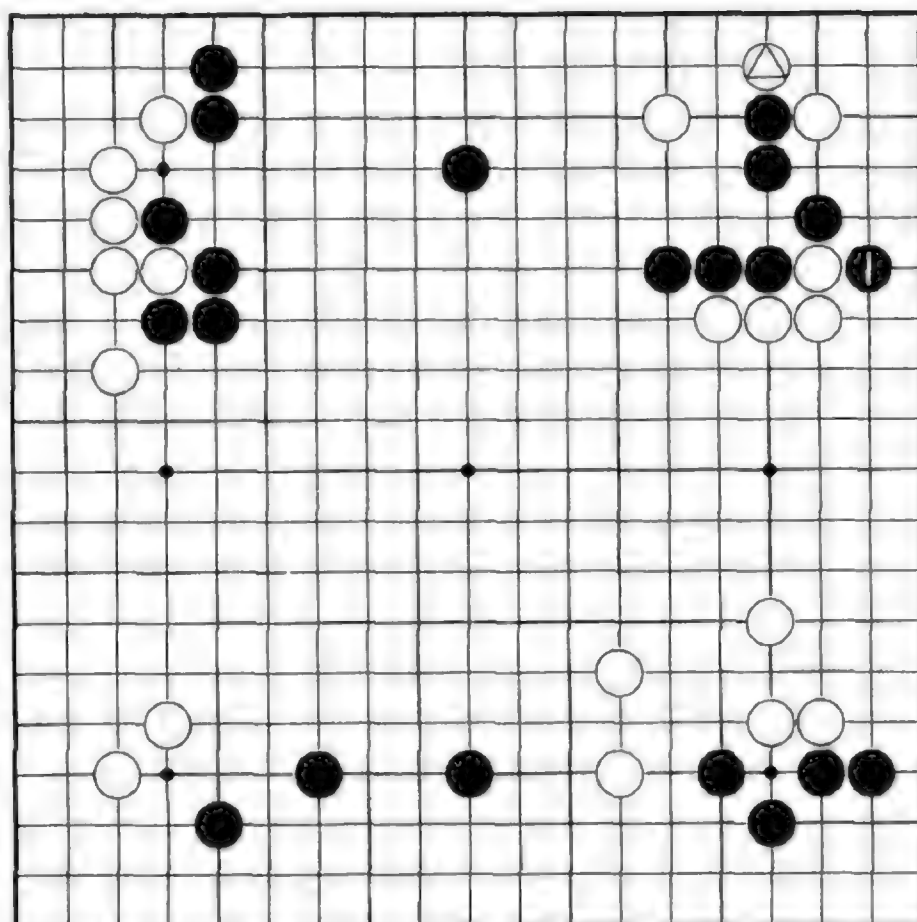
How to choose a joseki in relation to the board as a whole is the theme of this debate. White has just played the hane (triangled stone) in the upper right corner, and three proposals are being made for Black's next move. Which one do you think fits the fuseki best?



Dia. A



Dia. B



Dia. C

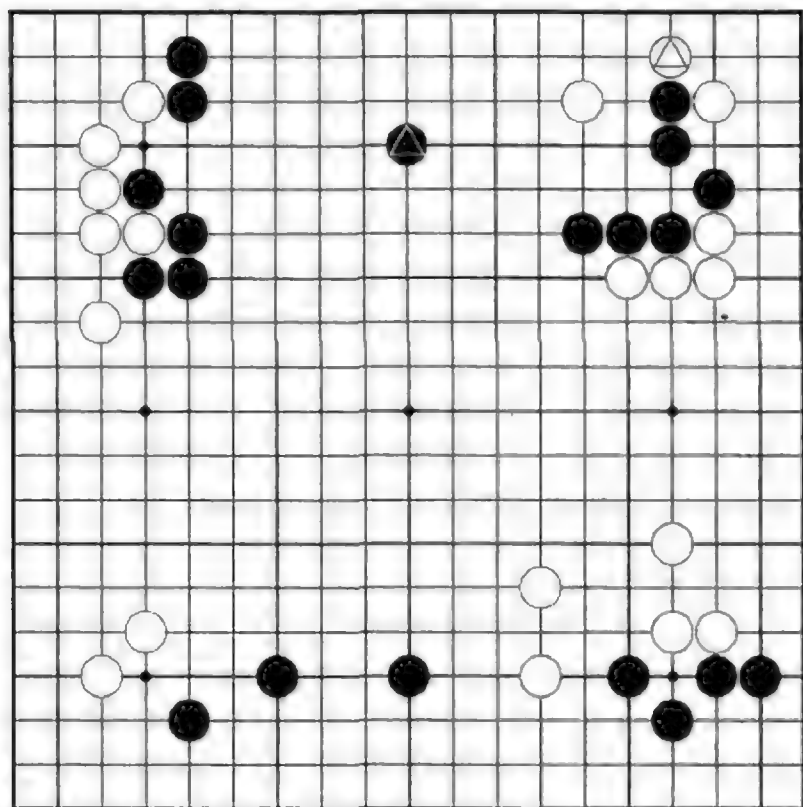
A: Well, in this fuseki the top looks pretty big. I think I would just block at 1 and turn the top into territory. There's not much else that Black can do.

B: If Black blocks, he takes too big a loss in the corner. It's okay in handicap go, but it's too slack in even games. Black should make the placement at 1 and aim at attacking White's groups at the top and on the side.

C: I don't agree with either of you. Black has to hane at 1. If White answers in the corner, Black can attack the four stones on the side. This shows a tough attitude.

Fuseki Analysis

Since josekis work effectively in a certain direction, it is necessary to examine the positions along the adjacent sides and in the adjacent corners when choosing a joseki for a particular opening. Positions in the opposite corner are usually only a factor when a ladder is involved. In this issue's fuseki (fuseki diagram, next page), the positions along the right side and at the top will determine the choice of joseki.



Fuseki Diagram

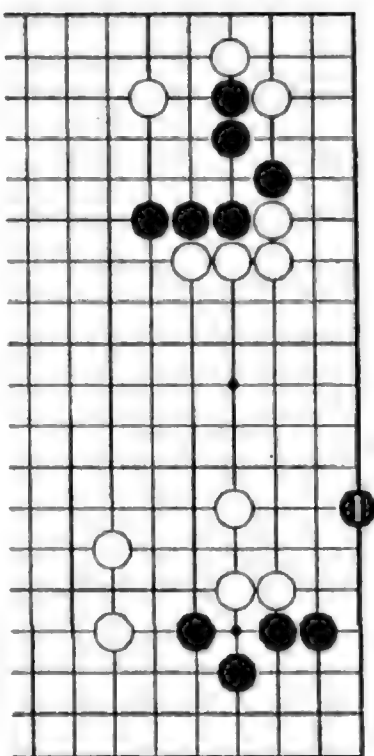
In the top left, White has taken profit in the corner, and Black has built outside influence. In order to make use of this influence, and to put the marked star-point stone to work, Black wants to expand the top.

Although the right side is White's sphere of influence, it is important to notice that he is open at the edge (susooki). Later, when this area has become white territory, Black is entitled to the large yose play shown in Dia. 1. White of course, if he has the chance, wants to enclose the right side.

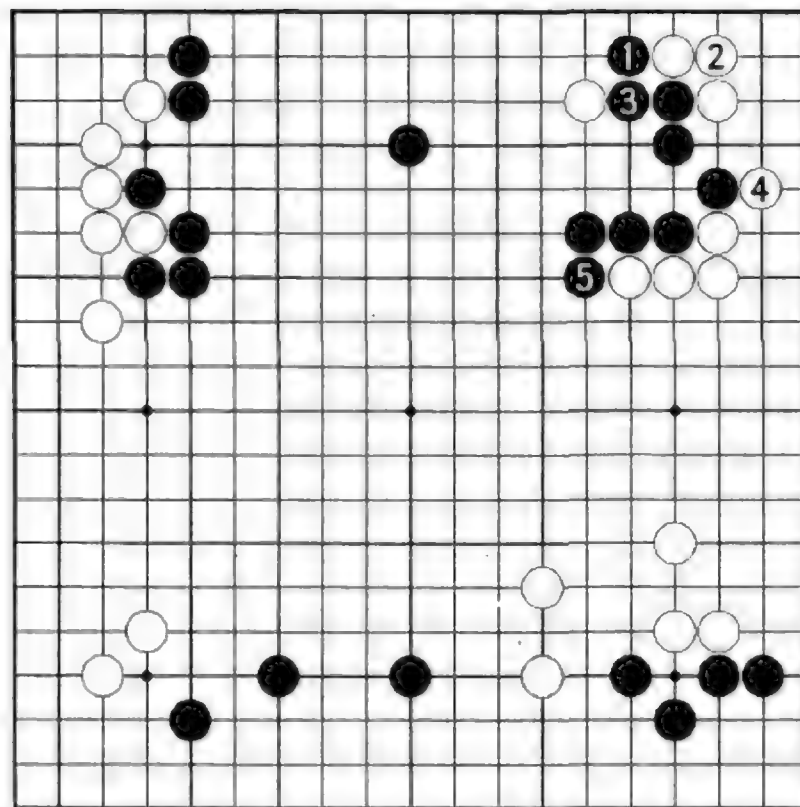
Black must therefore choose a joseki that emphasizes the top and treats the right side as a light area.

A Wins the Debate

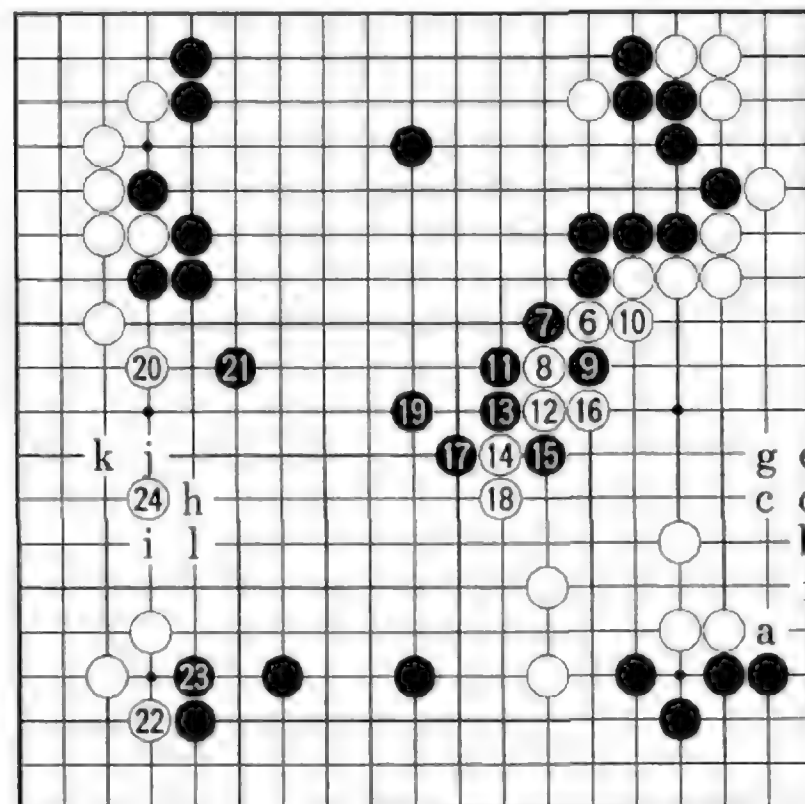
The blocking move at 1 in Dia. 2 is the correct answer. The following moves to White's connection underneath are then forced. Although all of White's stones in this sequence are working to the maximum, Black is unconcerned and turns at 5. When White plays the two-step hane at 6 and 8 in Dia. 3, Black straight-forwardly settles the shape with the sequence to 19. The result is a battle of territories in which Black comes out on



Dia. 1



Dia. 2

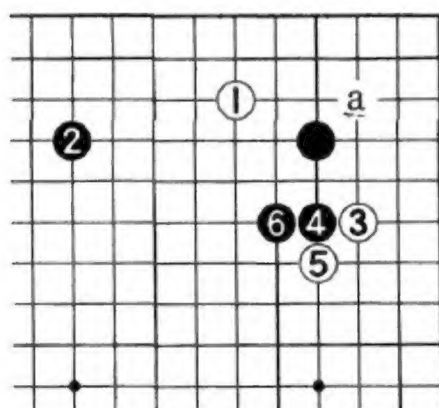


Dia. 3

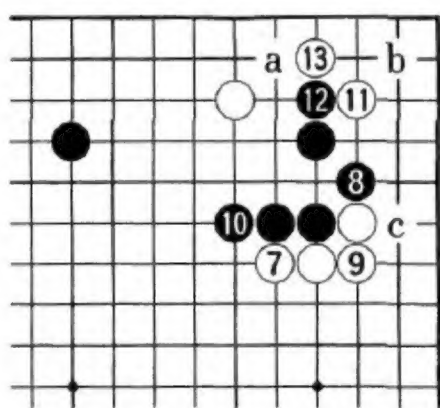
top because his territory is on a larger scale while White's is still open at the edge (Black gets 'b' since 'a' is gote for White).

After Black 19, White will probably play 20 to keep from being pressed down on the left side. Black, however, merely continues to expand his top territory with 21. If White then makes the left side into territory with 22 and 24, what is the balance of territories?

White has 40 points on the left and 45 on the right (assume the yose sequence Black 'b' through White 'g') for a total of 85 points. Black, however, after the forcing sequence 'h' through 'l', has amassed 80 points just in his territory stretching from the top into the center. When his



Dia. 4



Dia. 5

territories at the bottom, each worth about 10 points, are added in, there is no question that he has a large lead.

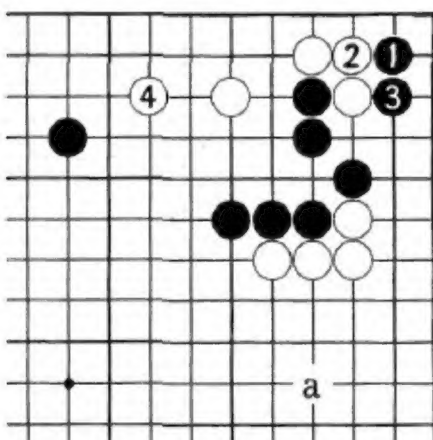
The corner position that is the focus of this issue's fuseki occurs when Black pincers the white kakari at 1 in Dia. 4 with 2. When White plays a second kakari at 3, Black attaches and extends with 4 and 6. In this position, White often jumps into the three-three point ('a'), but he can also play the powerful move at 7 in Dia. 5. In this case, Black usually blocks at 8, then extends at 10 when White connects. Next, White jumps into the corner at 11 and hanes at 13 when Black blocks at 12. This is the position shown in the fuseki diagram.

Although Black 'a' is the correct answer for this fuseki, there is no doubt that Black has incurred a large loss locally. Black's usual choices after White 13 are therefore the placement at 'b' and the hane at 'c'.

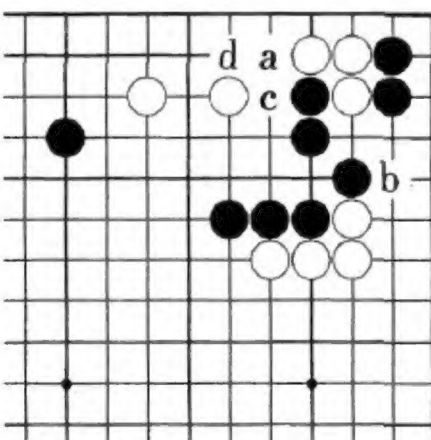
B's Proposal

B proposed the placement at 1 in Dia. 6. After White connects, Black crawls at 3 and White extends to 4. This way of playing stresses territory. Since Black wants to attack from the direction of 'a' after White 4, he needs to have a position in the lower right to support his attack.

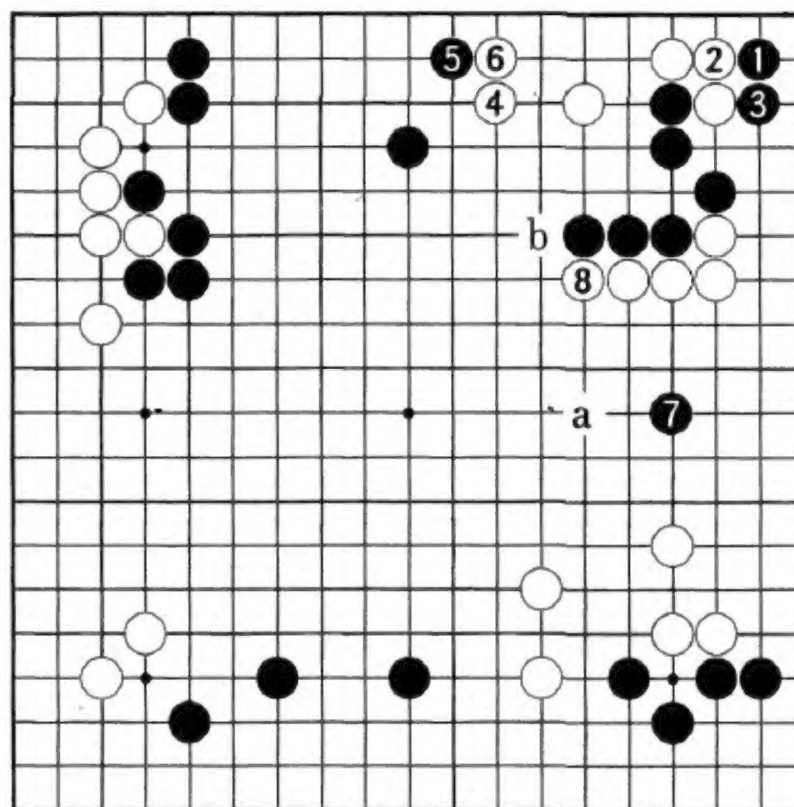
Although the position may seem unstable, Black has a connection because of the hane at 'a' in Dia. 7. On the other hand, White is guaranteed eye shape because the sequence White 'a' – Black



Dia. 6



Dia. 7

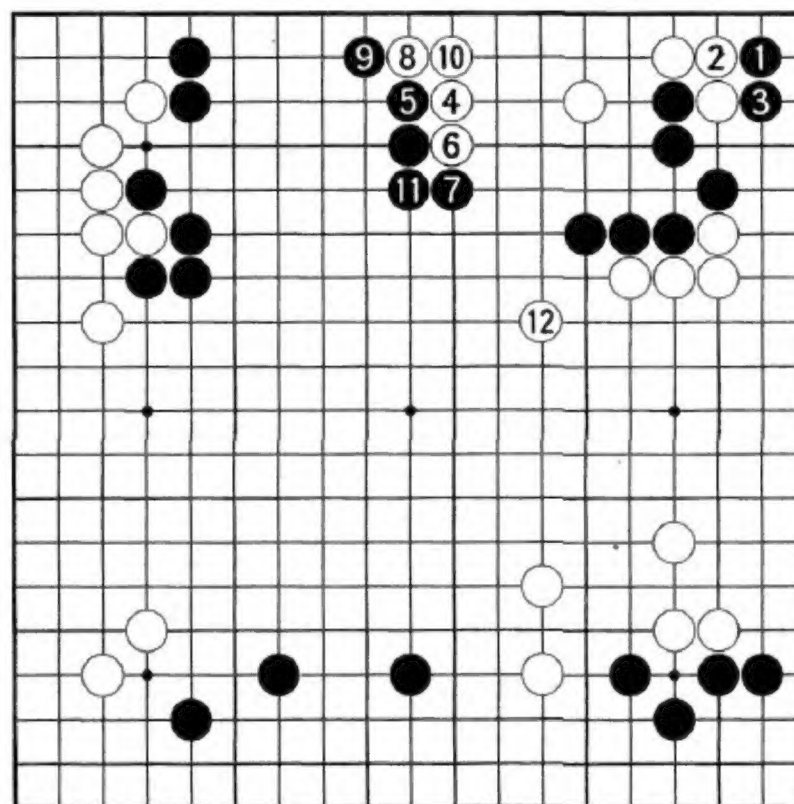


Dia. 8

'c' – White 'd' is sente in conjunction with the hane at 'b'.

If the joseki in Dia. 6 is transposed to the fuseki, as in Dia. 8, Black will first play the forcing move at 5. If he then invades at 7, White pushes up at 8 to make miai out of 'a' and 'b'. Not only is Black in for an uphill fight, he also has no effective attack against the white group that has set up camp at the top.

After Black 3, White may even be able to go as far as 4 in Dia. 9. Normally White does not want to play 4 because it strengthens Black, but in this case strengthening Black only causes him to become overconcentrated. After the sequence to 11, White will expand the right side with 12. This result is even better for White than Dia. 8.

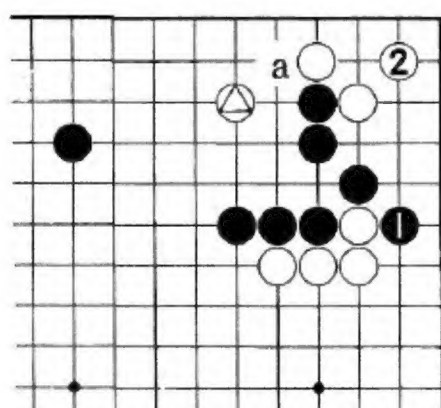


Dia. 9

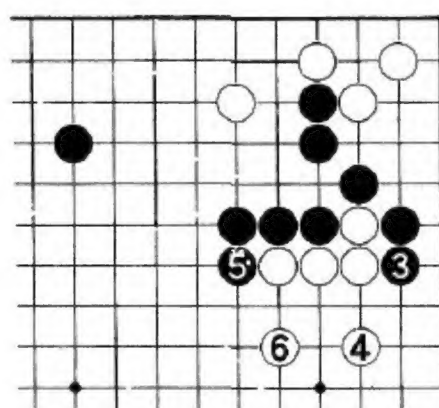
C's Proposal

C recommended the hane at 1 in Dia. 10. White's diagonal connection at 2 ensures a connection to the triangled stone and guards against Black 'a'. White 2 is a territory-oriented move, but it also provides White with a flexible shape.

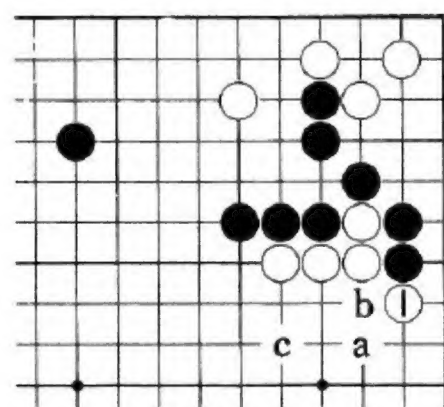
Since Black has already conceded the corner to White, he must recover the loss by attacking the four white stones on the side. He therefore crawls at 3 in Dia. 11 and turns at 5 after White 4. White 6 makes shape. Whether Black's strategy succeeds or fails depends on how much he can gain by tormenting the white group.



Dia. 10



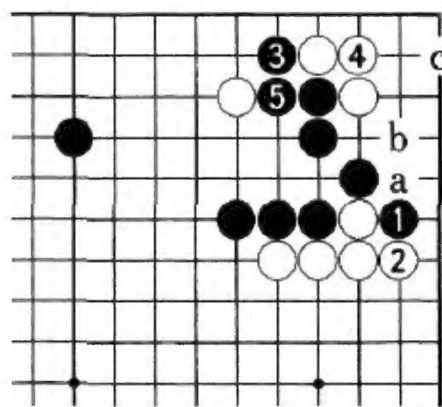
Dia. 11



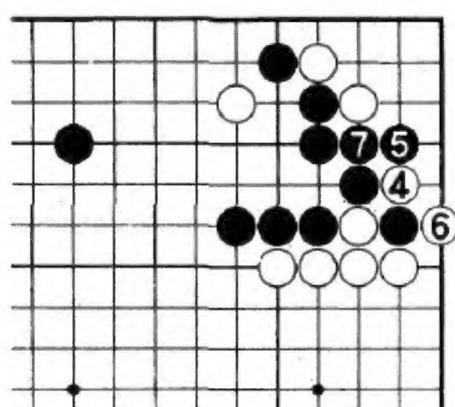
Dia. 12

White 4 in Dia. 11 is the only move to make shape. If, for example, White blocks at 1 in Dia. 12, he is in big trouble after the sequence Black 'a' – White 'b' – Black 'c'. Furthermore, if the ladder favors him, Black can just cut at 'b'. Either way is hopeless for White.

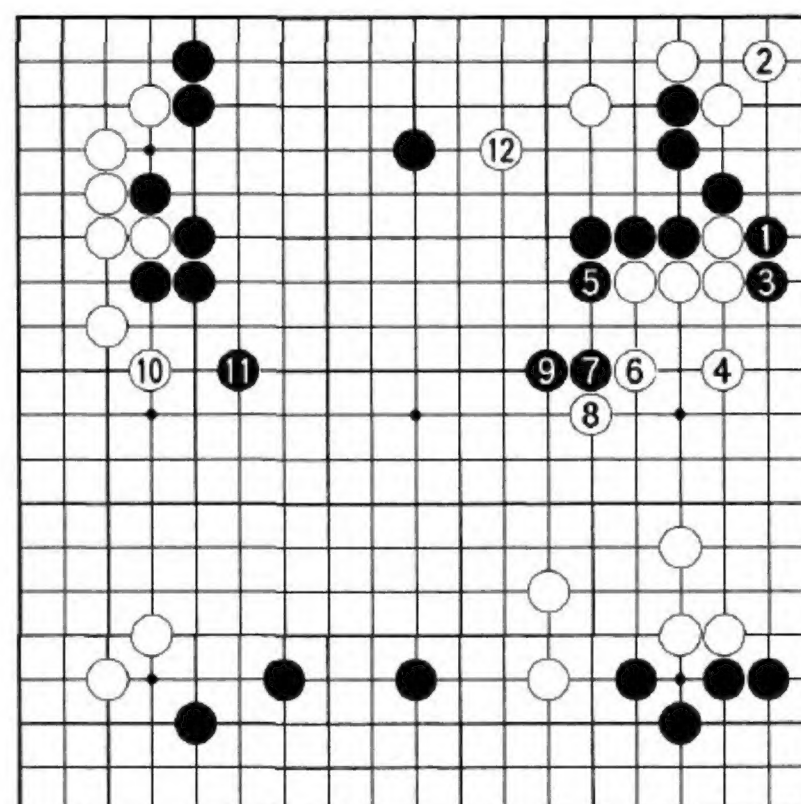
If at the beginning White answers Black 1 at 2 in Dia. 13, he is again in trouble when Black blocks at 3. If he continues at 4, he is no longer



Dia. 13



Dia. 14



Dia. 15

able to connect at 'a' because of the 1 – 2 exchange. He can get life with White 'b' – Black 'a' – White 'c', but at this stage such a small life is too pitiful.

If instead of connecting at 4 in Dia. 13 White captures with 4 and 6 in Dia. 14, Black is still satisfied, since his corner territory is large.

Dia. 15 shows the joseki in Dia. 11 played out against the fuseki. Black has no hope of attacking White, so he switches to attaching and extending at 7 and 9. White will probably play 10 and 12, which keeps Black from making much territory at the top. This result leads to a difficult game and is a failure for Black. In short, Black 1 was played in the wrong direction.

'Gekkan Gogaku', July 1980. Translated by David Thayer.

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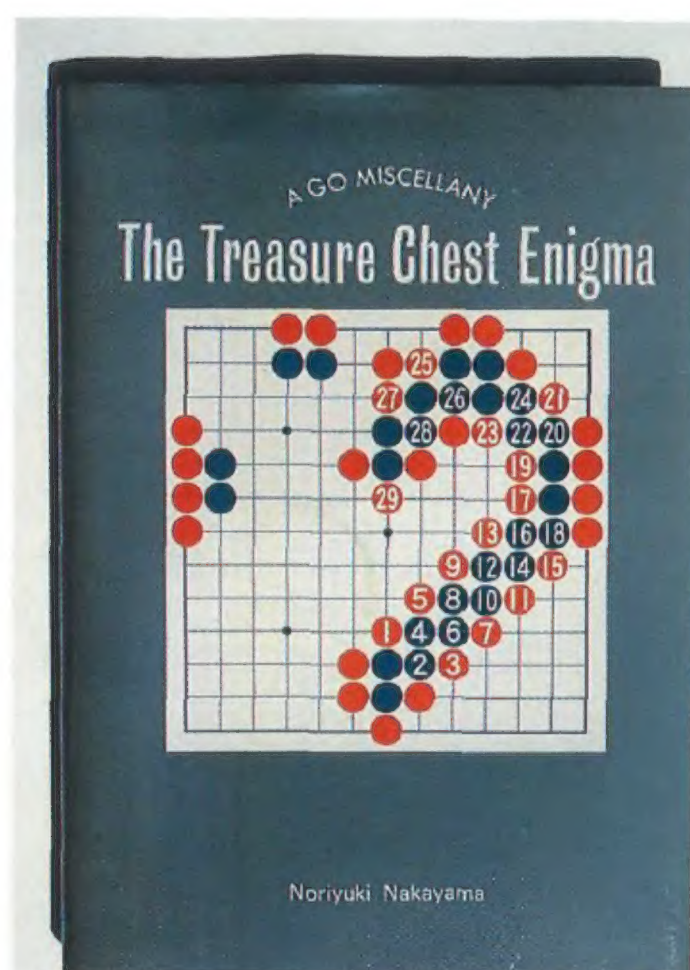
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